

AMIGA MEGADRIIVE GAME BOY C64 GAME GEAR NINTENDO
SUPER FAMICOM SEGA ST PC ENGINE SPECTRUM PC

OCTOBER 91 ISSUE 119

£1.35

10.00 Dm 4500L
380 Plus S\$8.10

9 770261 563224

01

COMPUTER + VIDEO GAMES

BIG RACE SPECIAL!



FREE!! INCREDIBLE MARIO HOLOGRAM!!

MORE THRILLS 'N' SPILLS WITH BRITAIN'S BEST GAMES MAGI

IT'S NOTHING...

YOU ARE T-800

ALL THE
ACTION OF THE
TERMINATOR 2,
THE YEAR'S
MOVIE,
ALL THE
EXPLORATION
OF YOUR
COMPUTER SCREEN.
SPECTACULAR
GRAPHICS AND

FIERCE ANIMATION
THROW YOU
HEADLONG INTO
THE FURIOUS
STORYLINE OF THE
BOX OFFICE SMASH...

AND A GAME YOU
WILL NEVER FORGET.

COMING TO THE 64

SPECTRUM



PAROLLO INTERNATIONAL N.V.
ALL RIGHTS RESERVED

TERMINATOR 2 JUDGMENT DAY™

...PERSONAL



LJN is a registered trademark of LJN Ltd.
© 1991 LJN. All rights reserved.

LJN
entertainment, inc.

ocean

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER ·
TELEPHONE: 061 832-6633 · FAX: 061 834 0650

ED FIRST

Your favourite and mine, Tim Boons, imparts his worldly knowledge onto a readership hungry for truth, justice and those amazing Magnum Ice lollies. They're brilliant!

NEWS

What's hot, what's not and what should be shot in the topsy-turvy world of consumer electronics? Read on and, who knows, you may just find out!

THE GEOMAN WARRIOR REVIEW!

It's many games in one and so completely blummin' terrific it'll have you chomping at the bit for more! What is it? Geoman Warrior on the Famicom of course - pop along and check out the review all the doubt!



CELEBRITY COMPETITION CORNER

When the stars want to be noticed, they get spotted with CVG! But what about our readers? Have you mingled with Madonna, stood shoulder-to-shoulder with Stallone, or even boogied with Bough? If so, find out how you can enter our grand contest!

YOU'RE ALBA!

What's so dangerous that it must be muzzled and on a leash in public? That's right - it's the YOB and he's coming to a letters page near YOU!

MURRAY MANSALL WINS

And ROUND the CHANCE comes the Sega Magazine, closely followed by the Nintendo team's FAMI-CON. BAT! Tling for position is the PC Engine in the dis-TINCT-ive cream livery, with the GAME Boy up there with the best of them. Your thoughts? James? I think Nigel Mansall will win, Murray.

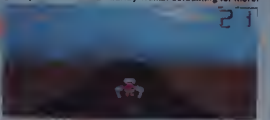
HAVE YOU SEEN MO...?

A couple of issues back, we ran a competition which gave YOU the chance to win an eight-hundred quid Video Walkman, courtesy of US Gold, by drawing a monster. Here we show you the prize-winning pic, along with some of the also-rans.

6 THE CVG POSTER

PULLOUT EXTRAVAGANZA!

CVG has gone car-razy! Thrill to the round-up of racing games featured! Gasp at the awesome, EXCLUSIVE poster! It's so good you'll almost hear Murray Walker screaming for more!



CHEAT MO...E

Got a game you can't beat? Just enter a cheat! We've got oodles of the little fellars here in one compact, easy-to-read bundle - ozone friendly and free from toxic gasses, too!

SADIE'S SCORERS

Britain's brashest bird ravs in the scoring successes of CVG readers and sinks the aaps who, sadly, sunk.

JAZZA'S ARCADE ACTION

Holographic hi-jinks this month, as jolly Jazza sails into the world of Sage's three-dimensional phenomenon, Time Traveler!



PREVIEWS

Race along to the Preview pit where, tuning up for the qualifying lap, you'll find Lotus 2, Formula 1 and Big Run. They're the front runners on a grid so revved up, they'll leave Mansall struggling in the alpastram.

BYTESIZE

AMIGA	83
C64	85
ST	87
SPECTRUM	88

ST

CLOUD KINGDOMS	87
IMPOSSAMOLE	87
SUPERCARS	87
VIRTUAL WORLDS	87
AMIGA	24
MAGIC POCKETS	83
CLOUD KINGDOMS	83
SUPERCARS	83
ARCADE TRIVIA QUIZ	83
ENGLAND CHAMPIONSHIP	96
MEGA-LO-MANIA	100
RODLAND	
FINAL FIGHT	112

C64

RED HEAT	85
SHINOBI	85
IMPOSSAMOLE	85
FOOTBALLER OF THE YEAR	85

SPECTRUM

IMPOSSAMOLE	86
RED HEAT	86
VIRTUAL WORLDS	86
JOCKEY WILSON'S	88

SUPER FAMICOM

GEOMAN WARRIOR	19
UN SQUADRON	44

MEGADRIVE

FANTASIA	28
TECHNOCOP	36
STREETS OF RAGE	54
STARFLIGHT	90

NINTENDO

MARBLE MADNESS	20
GALAXY 5000	32

PC

F117-A STEALTH	104
----------------	-----

NEO GEO

KING OF THE MONSTERS	80
ASO II	80
GHOST PILOTS	80
BLUE'S JOURNEY	60

EDITOR**TIM BOONE**

Tim's most embarrassing moment came when he was at school and thought he'd show off his sums on the blackboard in front of the class he'd learned over to pick up the chalk and ripped his trousers from top to, er bottom. He was so ashamed he got the maths wrong and looked an even bigger plonker.

ART EDITOR**JON BILLINGTON**

Jon's most blushfully blerre moment was when he applied for a job as photo studio manager, only to discover it was an agency for girls' mags! That was bad enough, so just imagine his embarrassment when they got all offended and said his bubble just wasn't big enough.

STAFF WRITER**PAUL RAND**

Paul's reputation as all-round CVG hero took a wet, n windy nosedive when the little drip winged out halfway through an Aqua Savage speedboat drag with the rest of the crew! As we all hung on for dear life, Randy sat shivering in the speedboat clutching his handbag and saying he wanted his mum.

DEPUTY EDITOR**FRANK O'CONNOR**

CVO's illustrious Dep Ed was flying high until he jetted into Glasgow airport and straight into trouble. He was singled out as a terrorist, frisked and virtually strip-searched by airport security. Why? "There was a tripod sticking out of my little bag," says Frank, left bere-chaced by the ordeal. Yes, well...

ALAN LITMAN

Freda Dahl-Litman rede dropped a right changer a time she just happened to be at Universal Studios. Standing next to John Lando, she told him she should really have been an actress. "I thought he was the tea boy," she tells us. Uh-huh. So was the real John Lando, anyway?

**MANAGING EDITOR**
JULIAN RIGNALL

Our Jaxx got all fluffed up when he went for a Out Out to France and stuck his feet straight in it when he started speaking Welsh to stupid locals. "I got all confused," admitted One Mean Machines editor. Well, we all know how stressed up you get when you're dying for a leak.

**ADDITIONAL LAYOUT**
YVETTE NICHOLLS

"CVO's down under dartin' was walking tall when she tried on over new high heels for the first time and squatted down the steps to an interview, art holder in hand. Trouble was she slipped on some slats and fell into over hills."

And now, and now, we proudly present: ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Marthe Moughravy SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sedler PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVO SUBSCRIPTIONS PO Box 500 Leicester LE99 0AA TEL: 0958 410510 EDITORIAL AND ADVERTISING: CATTLE SNEO Priority Court 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 4222 FAX: 071 490 1095 PRINTED BY: KINGFISHER WEB LTD, FENGATE PETERBOROUGH COLOUR BY: PROPRINT LONDON E13 COLOUR CONNECTION, LONDON EC2

TYPESET BY: ANNIE'S MUMMA COOL COVER ARTWORK BY: CLIFF ROBINSON THANKS TO: MURRAY WALKER AND JAMES HUNT FOR INSPIRATION AND NIGEL MANSELL FOR BEING BRILL SPECIAL THANKS TO: ADVANCED CONSOLE ENTERTAINMENT (071 7 0480) FOR ALL THE STUFF SO QUICKLY DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO OA 1991 BNM 0251-3 HELLO ADRIAN SUTTON MAKE MINE A TEA NARMITE TOAST!

Another lap record from...

ED-FIRST

HELLO! Britain's favourite games mag puts the pedal to the metal and goes all boy-racensh this month. Just run your peepers over our amazing pull-out guide to all the top race games coming your way soon. Have we got the lot, or what?

If that's not enough (and it blimmin' well ought to be!) then how about the incredible **FREE** Mano hologram on the cover? Just wave everybody's favourite hero around in suitable light and watch Nintendo's superstar twist and turn!

And that's just the start of it - over the next few months we're going to be giving away a grand total of four, yes **FOUR**, amazing holos each featuring a video game hero!! How much does this cost you? Nothing. Zero. Zilch. Amazing or wot?

Whilst you're recovering from that, just check out the huge stack of amazing games reviewed and previewed within these very pages. Geoman Warrior and UN Squadron on Famicom, Marble Madness on the NES, Streets Of Rage on the Megadrive, Magic Pockets, Stealth Fighter 2.0 - the list goes on and on!

So strap in and prepare for all the treats coming your way in these perfect pages. Meanwhile, we must be a bit overdue for an Ed-First competition by now, so here goes. By the time you read this your holidays may be a memory fading fast. Slaving away on this issue when I should have been out and about in the sun, I reckon the least you lot can do is send me a postcard - the sillier the better. It's the least you can do for all our freebie fabness!

So hook out the dumbest postcard you've got (the more silly, out of date, boring or crap the better) and send it off to **TOP TITTERS AT BOGNOR REGIS OR BUST, ED-FIRST, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU**. There's either a Gameboy or £100 worth of software for the winner (am I mad?) so post them postcards and give us a flippin' good laugh! See you next month

Byeee

Tim Boone

006

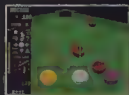
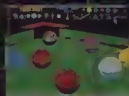


NO SHOW TO GO TO

You probably already know that the ECES Show has been cancelled, which means you won't get the chance to meet the CVG crew after all. We're as upset as you are, but it seems there just wasn't enough support for the show - what with the recession and all that. Still, we're always up to all sorts of japes as your favourite games mag, so who knows what will be happening in the near future.

JIMMY WHITE'S 'WHIRLWIND' SNOOKER

BY ARCHER MACLEAN



ATARI 930



THE ONE - 95%



ZERO - 93%



C.B.Y.O. - HIT



AMIGA POWER - 90%

**JIMMY WHITE'S 'WHIRLWIND' SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.**

The only snooker game to achieve a maximum 147 break.

View the table from any angle.

Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.

Practice, trick shot and demo modes • Every break off is unique.

Save games and highest breaks • Digitised applause and sound effects.

© Archer Maclean 1991 • Virgin Games Ltd. 1991



NEWS

TAKE OFF TOGETHER

Multi-player games are loads of fun. Multi-link games are even better. So what about this latest modem game from On-Line Entertainment? It's called *Air Warrior*, and they're calling it "the most sophisticated multi-player game in the world". And from what we hear, they could well be right.

Apparently, up to forty people can link up via a

modem and pilot bombers and fighter jets as well as drive tanks. Play as teams or go up against each other in head-to-head battles along the BT phone-lines.

The version on-line from On-line has been flown over a quarter of a million hours in the US, over five years, so it must have something going for it. If you have access to a modem and own either an Amiga, ST, PC or Mac, you can experience *Air Warrior* by logging onto 081-539-6763, 1-8-N Multi-speed.

LORDING IT UP

One of the most popular subjects to be the Lord Of The Rings. It has got everyone's attention. How many software houses have produced software either licensed or based on the classic mythical trilogy of life in the faraway world of Middle Earth. Electronic Arts, having released one such title on the PC last December, are about to assault the world with an Amiga conversion.

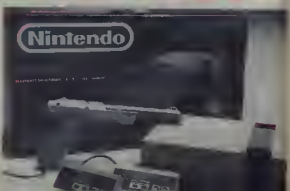
The player controls Frodo Baggins, the young nephew of the legendary Bilbo Baggins who retrieved the One Ring in the first of the series, *The Hobbit*. EA claim that, whilst primarily an exploration game, *Lord Of The Rings* will also feature addictive combat sequences with an assortment of assignments. They claim the game will appeal to both fans of the books and readers alike. *Lord Of The Rings*, programmed by [illegible] will hit the streets in October priced £25.99.

...Until Bilbo's friend, the wizard Gandalf appeared!

MEDICINAL MADNESS

Boots the Chemist not only sell pharmaceuticals and household hardwearing products which Paul Rand awears by, they also flog a range of computer gear. Hardly news, one may believe. Ah, but thanks to the popularity of the computer side of their business, Mr Boots has decided to stock his larger stores with a range of consoles and handhels.

The lucky machines which will be sitting alongside the Anadins and tubs of scalp-destroying gel are the Nintendo Action Set including Zapper Gun and two games: the Gameboy complete with earphones, link-lead and Tetris cart and Sega's Game Gear. Not only that, there'll be a wide range of software for Master System, Megadrive and Game Gear.





THIS IS A STICK-UP (OR DOWN!)



More joystick joviality this month with the launch of a new controller and the reduction in price of a couple of oldies. The new stick is called the Gravis and, according to producer Spectravideo, 'the Gravis speaks a word and the word is quality'.

In fact the Gravis comes without a built-in speech synthesiser so there'll be no words at all spoken by it, but its many features do include a padded-foam handle, eight-position centering tension control and three independent fire buttons which could bring multi-button coin-op conversions to life if softcos support it. The Gravis comes in either a black or translucent casing and costs £39.99 for Amiga ST, C64, Spectrum (requires interface), CPC, Sega and Nintendo versions, or £49.99 for the analogue PC stick.



GET LOST WITH LES

Somebody's running off with all of Hollywood's celebs! So what, you might think, it's happening all the time if you're to believe the News Of The World. But this time, they're not coming back! There's only one man who can find the Tinseltown set and it's not The Equaliser, Columbo or even TJ Hooker! It's Les Manley, playboy's playboy and leader to the stars. In the sequel to the hilarious Search For The King from Accolade.

Lost In LA features digitised graphics of real actors and models - some of them having featured in naughty Playboy magazine. Scantly clad females occupying beaches are the order of the day in the form of Cindy and Missy the bunny girls. Dominique and Monique the mud-wrestlers (!) and, amongst others, Madonna the pop star. Couple these with a host of tunes including some licensed hits from groups like the Beach Boys (old California surfing band - ask your grandad) and Lost In LA could turn out to be a right good left, or a sexist load of old beachballs.

NEWS



FIGHT OF FANTASY

No doubt you've played None of those Fighting Fantasy books - you know the ones which have you flicking between pages in an attempt to destroy monsters, collect gold and get hopelessly lost as you read the wrong passage and end up on page 62 when you should be at 25.

Anyway, it'll soon be the tenth anniversary of the re-

lease of the first Fighting Fantasy, Warlock Of Foultop Mountain. To mark the occasion, publishers Penguin are to release a sequel, imaginatively titled Return To Firetop Mountain, as well as a Fighting Fantasy novel. Not only that, Penguin believe the time is right to begin licensing their product, so expect to see a number of games involving your favourite heroes in digital form very soon.

NEWS

GUERRILLAS IN THE MIDST

Bolivian freedom fighters aren't usually the sort of people to sign licensing deals with software houses, so how come CCS are producing a strategy game based upon the exploits of Che Guevara, conductor of the 1966/67 civil war in that country?

Well, he's dead, so he didn't have much of a presence in the talks. The game, *Guerrilla in Bolivia*, takes place across the whole of the country, with the player leading a guerrilla unit to the goal of conquering La Paz. Beginning with a measly fifteen soldiers, you will have to deal with ambushes, militia attacks, food collection and other such revolutionary things. Sound fun to you? Don that beret and camouflage jacket and toddle off down to the local software vendor, who should be stocking the Amiga game soon at a reactionary price of £24.99.



ARABIAN KNIGHT AT A PRICE THAT'S RIGHT

Mirrorsoft, having purchased top US game makers Cinemaware, are releasing one of their early interactive movies at a cheap price. *Sinbad and the Throne of the Falcon* sees the swashbuckling Saudi battling through the Middle East against a host of mythical meenies including skeletons, wizards and monsters.



Sinbad must also brave the watery terrors of the Black Sea, ensuring he doesn't smash into any rocks as his ship is buffeted about on the waves. It's quite a jolly jape, although looking a tad dated nowadays - but as they're putting the game out on their Mirror Image label at a price of only £7.99 on Amiga, you can hardly argue, can you?

TURTLEY DEVIOUS!

Mirrorsoft are really starting the Christmas release ball rolling with a mass of products in the pipeline, two of which promise to be something extra special.

Their biggest release promises to be the conversion of Konami's hit Teenage Mutant Ninja Turtles coin-op. Featuring all the levels from the original arcade machine, Mirrorsoft are hoping that their latest Turtles project will be every bit as popular as the original.

Probe are handling the programming for Amiga, ST, PC, C64, Spectrum and Amstrad versions. Keep your eyes right here for more news as and when it happens.



Ever busy, Mirrorsoft are also beavering away on *Devious Designs*. Described as 'an unusual fast-action arcade game', the player takes on the role of JJ Mavrick, square-jawed hero and all-round good guy, who must stop the evil Doctor Devious from turning the world's most famous buildings into cubes. This strange-sounding game will appear on Amiga, ST and C64 at prices of £25.99 for 16 bit and £10.99 for the 64 version.



The Coolest Dude In Town!

Available on:
AMIGA - ATARI ST
IBM PC (VGA 256 Col,
EGA, Vandy 16 Col)
Commodore 64
(Disk and Cass)

Rolling Ronny



AMIGA SCREEN
SHOTS SHOWN

Atari ST Screen Shot
Virgin Games Ltd 1991

NEWS

AN ELITE TRIO

Elite have been extra quiet for a good while, but now it seems they've woken up, dusted themselves down and decided to do something with the licences which they've been holding onto for ages.

Last Battle is a conversion of the rather unspectacular Sega coin-op and tells the tale of Azarek, whose homeland has been taken by enemies and who, together with his friends Alyssa and Max, sets out to reclaim it. Graphically Last Battle is looking not bad, but whether the game is going to be up to much we'll just have to wait and see.

Also from Elite is European Championship 1992, due for release in Autumn 1991 and based on the coin-op World Cup '90. Confused? Us too! Anyway, the game will include the teams who qualify for next year's European Championship in Sweden and will apparently use the graphic data and source code from the original arcade machine.

EUROPEAN CHAMPIONSHIP 1992™



But the biggest game from Elite is probably Dragon's Lair on the Nintendo. Starring Dirk the Daring, Dragon's Lair will not feature the cartoon-quality graphics featured in the coin-op and 16 bit versions, but el the same lma Elite have dispensed with the limited gameplay and have opted instead for an arcade adventure a-type affair based around the exploits of Dirk. Prices for all these games are to be announced except for Last Battle which will set you back £25.53 on Amiga and PC, with the ST version coming in at £20.42.

DRAGON'S LAIR



SPORTS GALORE!

Two fab new games are on their way from Microsoft on their new Cinemaware label. The first, TV Sports Baseball, is the latest in the sport series and includes all the features which made the previous titles so sought-after.

Graphics, sound and gameplay are all given the Cinemaware touch, but one of the most important features has to be the strong statistical slant of TV Sports Baseball. With a 162 game season, 25-man rosters with 5-man reserve lists to replace injured players and 26 baseball teams, TV Sports Baseball promises to be the most involved of the series.

The other release, Rollerbabes, sounds as if it could be something really special. A future sim incorporating a variety of sports styles like hockey, wrestling, boxing and skateboarding, Rollerbabes stars teams of hunky guys and gorgeous gals, all out to kick the living daylight out of their opponents.

Teams include the Eraser Heeds (schoolteachers), Buzz cuts (hairdressers) Reddweckers (a demolition crew) and the cream of the crop, the Rollerbabes. Both games will be out in the next few weeks on both Amiga and PC, at a price of £29.99.



Formula One Grand Prix



The Greatest Racing Challenge Ever

Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off in a mayhem of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features, 16 undulating 3D circuits from the street tracks of Monaco and Adelaide to the glamorous Monaco harbour-side and the choice of 26 independently controlled cars out of the current teams. Study the circuit as practice, adjust your car to achieve peak performance, then roar away from your rivals on the starting grid. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track and replay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty from novice to potential Champion; make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!

Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC Compatibles.



MICRO PROSE™

MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA

NEWS

SPECIAL REPORT

What do you think groovy happenin' mega pop stars do when they're not staying famous and making music waves. They play computer games!

Take the Little Angels for example. Brian's newest and greatest rock exports. When the urge to party takes hold, they take a deep breath and play a spot of Tait's. Yup, metal guitars and heart-throbs to squillions of screaming girls. Little Angels are games nuts.

As is the norm at C&VG, we invited Mark Plunkett and Jimmy Dickens from Little Angels to come and tell us about their love games. They get into games a very long while back, playing Defender in a Scarborough (their home-land) arcade. Eventually losing interest in vid games, they decided that a life of rock n' roll would be far more fun.

How wrong they were and they soon found themselves hooked on Tait's, playing the arcade as well as the Gameboy version. Obviously the lads enjoy the game. Mark says "I always score better when I'm on the lev", but their other favourites include Super Mario Land, Sonic the Hedgehog and anything to do with the Super Famicom.

Jimmy, Angel's keyboard wizard, got so involved with the Gameboy that he upgraded to an Atari Lynx. Disappointment was the order of the day though when Jimmy's said "It's not as good as the Gameboy though, it eats the batteries and there's a different type of game on it." He went on to explain "I mean,

Gameboy games are all about skill, you can keep getting better on them, but once you've finished a Lynx game, that's it. It's not a lot for 30, is it?"

Have they been to the arcades recently? Yup, according to Mark: "We've been going to the arcades a lot when we're at home, but you always go back to the classics, don't you? I mean, I'm still putting a lot of money into Defender and Pac-Man. I'm also getting back into Super Hang-On."

"This could be because I'm in the middle of taking my bike test at the moment and I need all the practice I can get!"

Jimmy adds to this nostalgic burst with "I'm getting back into the classics too, I've spent a lot of time playing World Cup 90 and I really love the original Double Dragon. You could really feel the punches in that one."

Try as we might, we couldn't pull the rock finalists off the office Famicom and so we decided to let them hear a burst of our musical talent. After hearing our incredible singing, the boys offered us contracts on the spot "No chance," we said. "We'd much rather stay in and play Last Ninja 3."

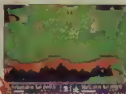
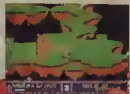


So there you have it, the C&VG polled guide to why Pac Man is better than a dressing room full of screaming girls. A final note: if you go to see a Little Angels gig, don't forget to bring your own Tait's theme tune!

We think the Little Angels are going to be B.I.

Toe Jam & Earl

two hip aliens in a serious jam



YO, WHAS'UP! TJ AND HIS NONEROY RIG RAPPIN' EARL ARE A COUPLE OF COLO RUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST PUMMED OUT PLANET IN THE UNI* - EARTH! THE DUFUS DUO ARE GOMHA* HAVE TO HIP-NOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPMASTER ROCKETSHP PIECES AND ALL THE NUNCHIES NEEEOO FOR THE RICE NONE.

BUT YO, CLOCK THE TIME! TOE JAM AND EARL MUST GET TO SUPREME PUNK LORD STATUS BFFORE NAKIN' TRACKS. SAY WHAT, OH YEAH - AND ON THE WAY OIS THE FREAKY LOCALS LIKE THE NAD DENTIST, THE CRAZEO SHOPPER AND WORST OF ALL THE NERD HERD. TJ AND EARL WILL RE LIVIN' LAROR IF THEY CAN FINO AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE.

SO CHILL OUT LAZY EARTH DUOES 'CAUSE TOE JAM AND EARL ARE JAHNNI!



CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUHRT GROOVES PLUS THE HIND WARPING 'CRAZY SOUNDS'. YOU CAN EVEN ADD YOUR OWN REAT ROX EFFECTS BUT ABOVE ALL...

CRANK IT UP!



THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

Mean Machines

coming soon on the

SEGA

3DO DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES

REVIEW

FAMICOM

£44.95

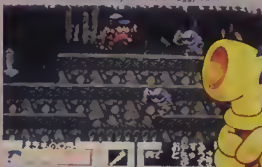
BY KONAMI

All work and no play makes Jack a dull boy. So the saying goes, so to combat boredom they created Geoman Land - a sprawling, 19-ere pleasure island where visitors can do whatever they desire. But, enter quizzes, play video games: if the thrillers want it, they can have it.

Unfortunately for our two heroes who have travelled to Geoman Land for the time of their lives, nothing in life is free. All the attractions cost money, which the two lads simply don't possess. No matter, for as well as being a couple of lively lasses these guys have no little morale fibre, allowing them to openly and shamelessly mug the indigenous population of their hard-earned in order to pay for their laughs.

They do have one thing going for them though: the fun-loving pair are devout animal lovers and, when they hear that cats are being kidnapped in each of the areas, they decide not to travel to the next zone until they've freed a moggy. Ahh!

GEOMAN THE WAR

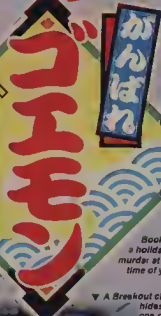


Everyone in the CVG Meen Machines office thinks this game is the best thing since buttered baps and who am I to rock the boat? Not I - I have to agree with the general consensus that Geoman Land is a lenticular arcade adventure, incorporating so many extras it

makes a dodgy, 100-game Nintendo cart look barren in comparison. There are just so many things to do, places to go, games to play in this masterpiece of Famicom programming that you'll possibly never unearth all of its secrets. In fact, it's probable that at times you'll not want to, going back to one or two of the brilliant arcade games instead. Humour and presentation is the name of the game, with laughs a million (here's a couple of statues with holes where the heads should be, so that your characters can stick their tacs through for no reason other than for a giggle!) and adventure such as the Farling Play - unbelievably weird, but blummin' good fun! Sound is ace, with bars and bars of tinkly tunes and effects and probably the only downpoint of the whole cart is that the Fanny slows down pretty badly when there's a lot on screen. Thankfully, that isn't too often and it doesn't really intrude on the great time you'll have exploring Geoman Land.

PAUL
RAND

GEOMAN RESCUE



ゆき姫救出巻
ゆきひめきゅうしゅつえまき



◀ Bop the nasties to earn cash

DEAMON GEOMANS!

On each level is a door which, when walked through, leads to the hideout of the dreaded cat-nappers. After a quick chat to an old geezer as to the whereabouts of the pussy, the players then storm through the enemy domain - doling out a swift revenge to each one before encountering the boss-man. Give him a kicking and he lets the cat go free!

▼ Geoman copes a bad hit from a stick wielding goon



▶ Booking a holiday is murder at this time of year.

▼ A Breakout clone hides in one of the many shops:



FREEMAN GEOMANS!

Whilst most of the inhabitants of Geoman Land leave behind money for the boys to collect, some of them drop useful items such as little kettles which turn the player's weapon, to begin with a rubbishy stick, into a powerful yo-yo. Plus you can toddle into a supply shop and get hold of some other objects, including speedy boots and extra lives - which cost the earth!

REVIEW



▲ Kill the weirdo phinkos for cash and weapons

THANKS!

to Advanced Console Entertainment (071 383 0480) for the loan of the review cartridge

▼ An end of level boss gets tough on level one



GASEOUS GEOMANS!

Not only are there quiz shows to enter, dice games to bet on and coin-ops such as Nemesis and Breakout to fill with coinage, there are also concerts showing where guests to Geoman Land can go and pass the time of day. One such play sees one man turning slowly into four, before doing a little dance and ending the performance with a mega fart so cataclysmic it'll have your characters sprawled across the floor!

Shoot the invisible girls with your loss charge



Dozens of games for the price of one cartridge! That's what's on offer in Geoman Land - and this cart must represent the best value for money yet seen on the Famicom! There's something deeply brilliant about this game - and a few things which are disturbing

to say the least! With so much to choose from you'll be bowled over first time you play, only to discover that exploration is the name of the game - and there's so much to see and do! You'll get the chance to play at least two arcade games, play that weird game where you hit moles over the head with a hammer, watch strip shows and all sorts of other so-called attractions. Gameplay is excellent throughout and Geoman Land hangs together brilliantly - you never know what's just around the corner. If I do have a criticism it's that the main game - running around and bailing up bad guys for cash - can quickly become a bit dull, but this is more than made up by the sheer variety of sub-games. Totally original, utterly vast and darned funny to boot, Geoman Land is a bit of a must buy for your Famicom - even if you do have to endure the incredible farting man! Highly recommended.

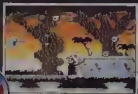
TIM
BOONE

FAMICOM

GRAPHICS	88
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95

OVERALL 93

Pegasus



Screenshots
from Amiga
1 version



WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES



Gremlin Graphics Software Ltd., Carver
House, 2-4 Carver Street, Sheffield S1 4EX.

Satan has invaded the five planes of existence
and shattered the magic of crystals which hold
the souls of the lost runtimes of our phone. Now
you have absolute rule over the planes and entire
mortal world. You are Pegasus and a B: your
winged companion Pegasus your mission is to
collect all the fragments of the crystals and
revive the lost runtimes.

AVAILABLE ON: IBM AMIGA 1.6 - ATARI ST 512



REVIEW

NINTENDO

ETBA

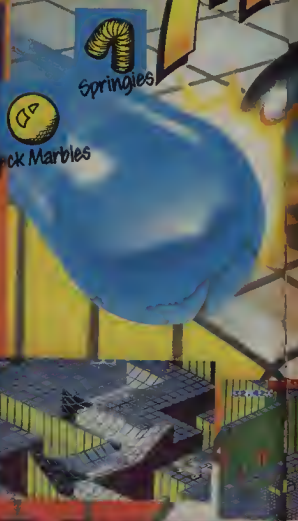
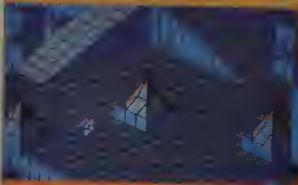
BY MB GAMES

From the Arcade

MARBLE MADNESS

There was a time when being a marble was A-OK. Living with your chums in a nice, warm bag, only having to do any work when some little kid was bored and would drag yourself and your mates out for a bit of a bash. Even then it wasn't too bad. Ok, those humans would smash you against one another, but it was all taken very well and a couple of Asprin later you'd be as right as rain.

But things started to get tough when you got lost down a drain. Finding yourself lost in a world where only the most athletic marble can hope to escape, things were not looking pleasant. For this is the secret world of the Marathon Marble - a sort of Running Man for spherical, glass playthings. Consisting of six increasingly difficult levels, any marble venturing into this nightmarish world would have to complete each stage within the allotted time limit - or else.



Some games you either love or loathe. With Marble Madness, you'll love it AND loathe it at exactly the same time! This excellent conversion of the classic coin-op is so edditive, yet so meddeningly frustrating that playing for long periods of time will have the player

climbing up the wall and begging their parents to phone the local man-in-white-coats! The gameplay eases you into the proceedings, making you feel confident enough to attempt a few tricky moves, at which time you'll fall off the ledge about one zillion times, waste a load of time and find that, later on in the level, you don't have enough time to complete that stage. And even when you do survive to the end with a fair number of seconds, you'll doubtless take the wrong route, make a complete battle of getting back to where you should be and fail to reach your goal by about half a second! Graphically, NES Marble Madness is very faithful to the original, which isn't surprising as the original is ages old. Sound is pretty weak and you'll probably be reaching for the volume button fairly swiftly, but it's the gameplay that does it for Marble Madness. A great game, but don't attempt to play if you suffer from high blood pressure...

PAUL
RAND

MARBLE MADNESS

▶ REVIEW

IT'S JUST A QUESTION OF TIME

Each of the stages in Marble Madness must be completed within a set time limit if the player wants to move on to the next, more challenging level. Along the way, your glass ball must ensure that he doesn't fall off the sides of the track, thereby shattering into tiny shards and losing valuable time.

Not only that, there's a vast array of nasties out there all doing their best to stop you whilst you're on a roll, so to speak. On completion of a stage, your remaining seconds are added to the next level's total, giving you enough time to complete that track - or so you hope!



Jets



Hoovers



Mallets



Acid Drops



You just can't keep a great game down, and Marble Madness is back for a bit of rock 'n' roll on Nintendo! This is one of the all-time coin-op classics faithfully converted to the NES, retaining all the qualities of its arcade granddaddy. Graphically it's nothing to write

home about - just like the original. Sonically it's fairly mediocre too - just like original. But in terms of gameplay it's streets ahead, with just the right balance between maddening difficulty and one-more-go playability. Constantly forcing you ahead is the desire to see the next mad marble world and beat all the tricks and traps contained therein - and this can become furiously obsessive after a while. More than just a trip down memory lane, Marble Madness is as fresh today as it's always been - just like those Hovis ads. Buy Marble Madness and enjoy some fine gameplay and a few few nights burning the midnight oil in a wonderful, wacky world full of things which might just drive you round the twist...

TIM
BOONE



NINTENDO

GRAPHICS	81
SOUNDS	70
PLAYABILITY	88
LASTABILITY	84

OVERALL 85

REVIEW

AMIGA

£25.99

BY RENEGADE

We all have pockets, but not the sort of pockets that you'll find in Pockeland. And certainly not the ones eliched into the Bitmap Kid's togs. He's got magic pockets, in which he keeps all his toys. Not little toys like Matchbox cars and toy soldiers, but big ones like bikes and boxing gloves! The Bitmap Kid cannot live without his toys, so imagine his disappointment when a gang of monsters appear from the Underworld and rob him of his playthings before warping back to their domain to store them throughout the kingdom.

Off goes the Kid to the Old Man who, sympathetic to the youngster's plight, kits him out with a black hole to transport him to the Underworld and a magic whirlwind to use against the nasties encountered there. Shoving the whirlwind into his pocket, Bitmap Kid throws down the black hole, jumps inside and, within an instant, finds himself standing in the kingdom of his enemies. Here, across the four lands which make up the Underworld, are hidden his toys. Being the coolest dude in Pockeland, Bitmap Kid must find them or be laughed at eternally upon his return. And he can't be having the! now, can he?

Claustrophobic cavern capers on level 1



Considering the time it's taken, Magic Pockets had to be something a bit good. And so usual, the Bitmap Bros have delivered the goods spectacularly. Here is a product which looks good, plays great and sounds unbelievable! Having been greeted with a

spool Oporellon Wolf inro showing the Bitmap Kid lying his shoelaces, straightening his cap and such, the player is then mindblown by the fantastic sampled Betty Boo track on the front-end. After coming back to some semblance of normality, you'll then press the once more and be amazed once more by the top-notch graphics and stylish gameplay which the Bros have created. This is not your average platform shoot 'em up - the badies have intelligence and the bonus items aren't random. There are secret rooms all over the shop, inside which can be found some great gear, including weapon helmets taken from previous Bitmap games - in particular the Xenon II helmet which fires a giant laser ball from the eyes!! Moreover maps allow the player to explore and experiment with objects for ages without having to immediately go for the exit. In my mind, Magic Pockets is the best thing from the Bitmaps yet. Buy it and agree.

PAUL
RAND

MAGIC POCKETS

THE BITMAP



They've rke
They've whipe
This time they'vegor

NO ONE MESSSES WITH

GAME FOR A LAUGH

The Bitmaps have done away with the conventional idea of end level guardians and instead have opted for bonus games at the end of each level. To move to the next level, the Bitmap Kid must either race his bike against monster cyclists and have a boxing match with a gorilla, amongst other things, each event involving the use of the latest toy retrieved. Groovy, huh?



MAGIC POCKETS

MAP BROTHERS



Pop the eggs with
▼ snowballs, they deserve it!

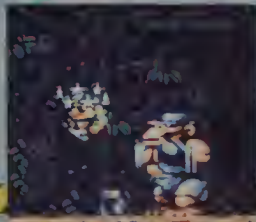


UPDATE

Magic Pockets should be doing its do on the ST right about now. With other Bit map products appearing on the consoles, who knows where it'll pop up next!

I've nicked his bike.
I've whipped his helmet.
They've gone too damn far...

ES WITH THE BITMAP KID



REVIEW

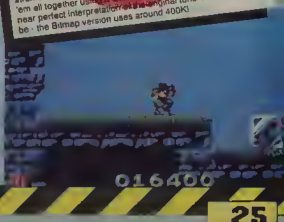


Ice cubes
can trap or
destroy
enemy monsters
Attack of the killer
bunny rabbits!



BETTY BOOP AND THE BITMAPS

Renegade, being a part of music company Rhythm King, don't have to look far when they're searching for a snappy ditty to include in their games. Magic Pockets is no exception! For their latest product, the Bitmaps have enlisted the talents of dusky songstress Betty Boop, whose name and The Doo appears in all its remixed, sampled glory on the track. And of Magic Pockets. The lads went into a recording studio, sampled various instruments from each track, strung up the single, then lumped 'em all together using a Soundtracker. The end result is a near perfect interpretation of the original tune. And so it should be - the Bitmap version uses around 400K!



REVIEW

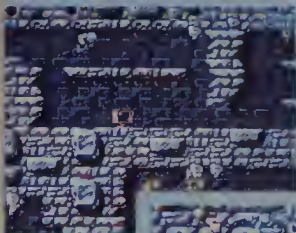
MAGIC POCKETS

▼ Snowy wastelands are full of danger



POCKET POWER

The type of item to be collected by the Bimap Kid depends upon the amount of baddies killed. Each time a nasty is wiped out the item count is increased by one, allowing bigger and better items to be collected every time a monster is destroyed. Objects available range from sweeties, which add points to the Kid's score, to energy-boosting coffee cups and extra life-giving bottles of milk!



TVs display a mini map of each level

Trouble on the first level, catch the slimes



Go ape in the jungle section ▲



Lucky enough to be treated to an early preview of Pockets, I know we were all in for a bit of Bimap brilliance once again - and here it is at last! Magic Pockets is just that: Magic. It may have taken a while in the making, but rest assured that Renegade have spent that time

fine tuning the game until it plays like a dream. It's easy to become lost in Pocketland whilst battling through the screens against enemies so cute it's almost a crime to dust them - and time flies as you venture just that bit further 'cos the desire to find out what comes next just grows and grows. Graphically it's excellent (even if we've steadily seen the style before in Gods) and the sound-track, as usual, is superb. Better looking than Kylla Minogue and full of more textures than Betty Boo's bicycle shorts, Magic Pockets is something to sing about. My advice is to buy this a bit quick - Do, do, do, do...

**TIM
BOONE**

AMIGA

GRAPHICS	92
SOUNDS	93
PLAYABILITY	92
LASTABILITY	91

OVERALL 93

G-LOC

LOSS OF CONSCIOUSNESS BY G-FORCE

Available on: CBM 64/128 &
Amstrad Cassette
& Disk

Spectrum Cassette,
Atari ST &
Amiga



Screen shots are intended to be illustrative of the program and not the screen graphics which may considerably differ in design, format or quality and appearance and are subject to the manufacturer's specifications.

Screen shot from Coin-Op version.

SEGA
ARCADE HITS
MARKETED BY

U.S. GOLD



©1990, 1991 SEGA. All rights reserved. G-LOC™ is a trademark of SEGA ENTERPRISES LIMITED. SEGA™ is a trademark of SEGA ENTERPRISES LIMITED.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B4 7AX. Tel: 021 625 3366



REPAIRS • REPAIRS OF PLANS • REPAIRS OF THE LATEST
TEL: 0800 443020
CALLS TO THE GOLD PHONE • FREE OF CHARGE
COUNTRIES OF THE WORLD TEL: 0800 443020
FREE SERVICE • SERVICE OF THE GOLD PHONE
TEL: 0800 443020
REPAIRS OF THE LATEST
TEL: 0800 443020

NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE

REPAIRS OF THE LATEST
TEL: 0800 443020
CALLS TO THE GOLD PHONE • FREE OF CHARGE
COUNTRIES OF THE WORLD TEL: 0800 443020
FREE SERVICE • SERVICE OF THE GOLD PHONE
TEL: 0800 443020
REPAIRS OF THE LATEST
TEL: 0800 443020



Service is provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B4 7AX
If you are under 18 years old, you must be accompanied by a parent or guardian. Calls over 10p per minute plus 10p. 10p per hour for all other calls.

REVIEW

MEGADRIVE

£40.00

BY SEGA

Oh no! Whilst Mickey Mouse, the sorcerer's apprentice, was catching up with a spot of well-earned kip, an evil wind from atop Bald Mountain has descended onto the castle and whisked away the musical notes from the sorcerer's magical music book, depositing them throughout the land of Fantasia!

Never one to shy away from a challenge, or perhaps because he'll be for it if his master returns, Mickey picks up a few spells and leaves the castle to search for the missing notes.

But Fantasia is a large and dangerous world for a little mouse to be alone in and each of its four lands hold surprises galore. Can Mickey brave the terrors of crocodiles, killer mushrooms and, of course, the dancing broomsicks, retrieve the notes and get back safely? If one mouse can triumph, it's got to be Mickey!

MOUSEY BONUS BUSINESS!

If Mickey is lucky, he'll be able to collect special items which either add to his score or increase his strength and magic powers.



SPELL BOOKS: Increase magic points and add to the score



STARS: Give Mickey more Hearts and bonus points



CRYSTAL BALLS, POTIONS, DINOSAUR EGGS: Bonus points



Fantasia is one of the most eagerly awaited games on the Megadrive and so it comes as a bit of a surprise to discover that it is a crock of old penis. The scenario is based around the Disney cartoon and soundtrack, a shame then, that the music is one of the weaker points

of the game. There's no doubting that the graphics are delightful, but the appalling sprite collision detection and unforgiving gameplay spoil the effect. The Mickey sprite is high on perfect, but you only have to look at an enemy sprite to lose a life. This makes the game quite stupidly difficult and frustration is the only feeling you'll have after playing. Sloppy programming and poor design have ruined what could have been one of the best Megadrive games ever. If you want a decent platform game, then check out Sonic or even the original Mickey Mouse game - Castle of Illusion.

FRANK
O'CONNOR

MICKEY'S MAGIC MOMENTS

Mickey is capable of using two types of magic - little spells and big spells. The little spells use up one magic point (Mickey begins the game with three) and is useful for getting rid of small enemies. As you'd expect, the big spell is necessary to wipe out larger baddies and, as it's a heavier spell than its more minuscule counterpart, uses a full three points.



FANTASIA



▶ REVIEW



FANTASIA



FACING THE MUSIC...

Not only does finding a musical note take Mickey one step nearer to his goal of finding all of the sorcerer's music, but picking one up causes him to glow, making him immune to the attacks of the creatures of Fantasia. Be warned, though, that this invincibility lasts for only a short time...



The second Mickey Mouse game to hit the Megadrive is, like its Castle Of Illusion forerunner, awash with beautiful, cartoon-quality graphics which fully capture the spirit of the Fantasia feature-length cartoon. Mickey himself even has that cute awaying motion

associated with those very early MM cartoons! Coupled with an array of listenable classical ditties, you'd think Fantasia bears all the hallmarks of a classic nostalgia trip. Sadly though, the fruit which was close to ripening withered and died from a disease known as Frustratious Playability. This game is so agonisingly difficult that even the most patient gamer would have his temper sorely tested, so you can imagine the expletives hollered around the CVG office when we picked up the pad, pressed the Atari button and spent what seemed like years trying to get out of the castle without being scalded by cauldrons, swept up by broomsticks and molested by mushrooms. If there's any justice in the world, whoever did the play-testing for Fantasia ought to be standing in the dots queue at least, or standing in front of a firing squad at best. The game promised so much and delivered so little. It's a great shame - Fantasia could have been something extra special.

PAUL RAND

MEGADRIVE

GRAPHICS	89
SOUNDS	81
PLAYABILITY	51
LASTABILITY	58

OVERALL 53




HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines. With a variety of options, and the expertise to complete any mission.

His only accomplices are the weapons, vehicles, and the vast, three-dimensional universe; his objective: to attack and destroy.



MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R

ACT

HUNTER

WE SEEK TO DESTROY.

With the versatility to make best use of a wide range of its dangerous missiles, the Hunter is a breed apart. Cars, vehicles and structures found in his amazing three-attack and survive. The Hunter has the will to win. Do you?



Available in September on 

REVIEW

NES

ETBA

BY ACTIVISION

In the 51st Century the Galaxy's most popular sport is Turbocraft racing. This sport is played by the universe's most dangerous psy chopains and watched by vast audiences. It's time to put on your special Turbopants and head for the most dangerous parts of the solar system. In a quas for money end glory. Actually, the money is a bit more important than the glory! You start off racing your craft around a smooth scrolling track on the planet Mercury. The craft can jump great distances and is equipped initially, with a rather groovy machine gun. This damages the other racers and more importantly, slows them down. The track is littered with obstacles, including crystal barriers, landmines and rather nasty gun-turrets. Upgrading weapons is simple and you'll soon find yourself with a very porky little gunship! The action moves around the Solar System, with the ultimate destination being the icy wastes of Pluto. If you earn enough money in the early races, you can kit yourself out with a better ship, but that'll take some doing. Go for it!

126

CUTTING CORNERS

If you feel big and clever enough, you can cheat a little while playing the game. The simplest and most effective shortcut, is to jump across corner boundaries rather than going all the way round them. There are also, on later levels, springboards and speed pads which can catapult you across chasms. On later levels, the competition cheat too, so you'd better learn fast!



The first thing you notice about Galaxy 5000 is the superb front end. The opening presentation screen is a hoot, as is the music. The graphics in the game itself are excellent, with neat, well animated sprites and brilliantly fluid scrolling. The racing is frantic

and learning to control your craft is half the battle. Luckily there are two methods of control, one directional, the other a rotation system (which is blimmin' tricky). There are lots of things to see and do on the racetracks, weapons pods to pick up and obstacles to destroy. There are shortcuts to learn on almost every track and these are essential for good racelimes. The game can only really be described as a cross between F-Zero and Super Sprint. It takes the best gameplay features from both and the combination is one of the best racers available on the Nintendo. Watch out for the groovy sampled speech, like when you bash a racer off the track and shout, "Scuse me!"

FRANK
O'CONNOR

GALAXY 5000

RACING IN THE 21ST CENTURY

REVIEW

GALAXY 5000

SPACED OUT TRIP MAN!

There are nine worlds to visit in Galaxy 5000 and spookily enough, that's exactly how many there are in our solar system. If you think that's unlikely, then you'll be even more shocked to discover that the whole thing is based in our very own galactic backyard. It could be very dangerous crossing the roads of Saturn with these young hooligans tearing around at speeds of up to mach 5. The race goes in order of the planet's position in relation to the sun, so Mercury is first and Pluto last. With four races on each world, that makes a total of 36 tracks to conquer, so you could be at it for quite some time.



Galaxy 5000 is a fun race 'n' blarf, right enough, with a wealth of tricky track layouts to the brim with such terrors as spikes, gun emplacements and rocky outcrops to accaparrate the budding galactic boy-racer and, of course, the opposition. The forced-perspective graphic

style works a treat, and the scrolling is as smooth as you could hope for. There's also some great sampled speech included in Galaxy 5000 too - in fact I'm sure one of the samples is that of Marty McFly in Back To The Future 2! So why did I come away feeling slightly iffy about the game? Well, it's primarily the awkward control method which, more often than not, sees the player either career off the side of the track into the murky blackness which is space, or jump over a hazard, only to alightly shift the controls and maul your doom that way. A joypad really isn't the best form of controller to use in this type of game. In my opinion, which is probably the main reason for the constant death which I experienced. Galaxy 5000 is a worthy enough game, no doubt about that, but I suggest you have a go before you part with your dough.

PAUL RAND

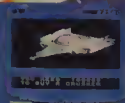
HONEST FRANK'S USED SPACE CRAFT EMPORIUM

If you're really smart and groovy, you can earn enough cash to buy an incredible new piece of space racing hardware. These include the Tomhawk, the Crusher, the Phantom, the Scorpion and the best of the bunch, the Sileto. It'll take a very long time before you can afford one of these babies. The weaponry, speed and handling abilities all improve as you upgrade your craft, but then so do the costs.

NINTENDO

GRAPHICS	85
SOUNDS	86
PLAYABILITY	87
LASTABILITY	85

OVERALL 86



YOU NEED 250000 TO BUY A PHANTOM

WIN

So you want to be famous, eh? Want to see your name in Britain's greatest games mag and be the envy of all your mates? Want to be almost as well known as Nigel Mansell? Want everlasting glory as a CVG hero in these glorious pages? Want to win a bundle of games for your machine?

Read on...

**FABULOUS
FAME AND
FORTUNE
WITH CVG!**



**I'M COMING
GET YOUR**



We like a bit of a laff here at CVG, so we've come up with a bit of a good idea. Do you know somebody famous? Are you Jeremy Beadle's best buddy? Are you mates with Bernard Manning? Is Leslie Crowther your second uncle or Terry Wogan your grandad?

If you know somebody famous, are related to them or if you ARE Jonathan Ross, then this is the compo for you! Write in with a picture of yourself with this famous relation and you could be in line for £200 worth of games for your computer or console together with a mention in the CVG Celebrity Spotters Hell Of Fame. Cripes!

And you don't need to worry if your relatives are complete nobodies or of no interest to anyone at all. If you've got a photo of yourself with a celeb (the sillier the better) you can still enter and stand a chance of winning this delicious prize!

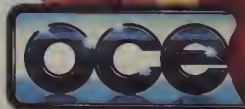
So what do you have to do? Simple - hook out the genuine photo of yourself with somebody famous and stick it in an envelope with a letter explaining where and when you met them, how you're related and what they're really like. Then pop the whole lot off to: I WANNA BE FAMOUS TOO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and award a spanking £200 worth of games to those who tickle us most with their desire for stardom. So get scribbling and get famous!

SMALL PRINT: OK, it's that liddly type I ma of dey again - so here goes. All the usual CVG compo rules apply, so don't enter if you've anything to do with EMAP or you haven't met any celebs or Paul Rand will come round and I tell you all about the time him and Emyln Hughes had a few jags together - true. You can enter as many times as you like, but each entry must be accompanied by a different celeb and a really funny letter. By the way - did you know Tim once played darts against Eric Clapton, got totally stuffed and even managed to miss the board twice? What a boy!

TO



TRADEMARK OF TITAN SPORTS INC.
ALL RIGHTS RESERVED



REVIEW

MEGADRIVE

£34.99

BY RAZOR SOFT

Why is it that the 21st century is always a nuclear wasteland? Why can't the world turn out nice, with flowers and birds and trees? Well, for one thing, it wouldn't make a very good setting for an ultraviolet shoot 'em up - so maybe it's just as well.

Technocop is set (surprise, surprise) in a desolate nuclear wasteland in the 21st century. You take the role of a futuristic law enforcement agent with a big weapon and a B.A.D. attitude. The local bad guys, the D.O.A. (Dead On Arrival) are getting a bit out of hand and you have been chosen to stop them.

Fortunately you're equipped with some fairly serious hardware including a very tasty Lamborghini and a massively dangerous gun. The gun is loaded with bullets which explode inside the victim, turning enemy sprites into a very icky mess.

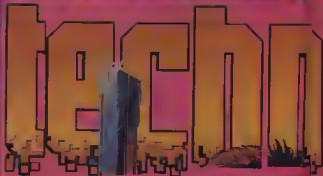
Technocop turns his back as the first baddy is attacked by the cotton-wool balls of Doom. ▼



Technocop has been coming in for a bit of stick in the CVG offices. I have to disagree, 'cos I think it's quite a jolly little game - at least in the short term. It does have its strong points, such as the fast, realistic scrolling road in the chase section and the oh-so-sicko twitch-

ing of the corpses of criminals when they've been blasted. Not only that, your James Bond-like character can also blow holes into little kids! However, Technocop does trip over its own on more than one occasion, the most obvious reason being the sparseness of both gaming stages. On that subject, there simply isn't enough variety in them, each stage looking and playing the same as the last. I'd definitely give this one a try in the shop before making any sort of purchase decision, but overall it gets the Rand thumbs up as a pretty decent little racing blaster with a fair few extras thrown in.

PAUL
RAND



REVIEW

VERY HARD DRIVE

Tech-nocop is played in two parts, the first and most graphically attractive is a driving game with heavy influences. You have a mounted cannon which can be used to blast your way off the road, but it's a lot more fun to aim them as you drive. Driving can be tricky, ally when cars appear nowhere over the crest of a hill, but the corners are particularly sharp and magic gears ease the strain a little. This bit goes for a set time limit, after which the game style



changes to a more tactical one. You can only shoot anybody you come across (except for the boss) and capture the guy you're after. He's hidden somewhere in a building and is very hard to find, let alone kill. To do this, you change your ammunition to a specially weighted net. If you can't be bothered trapping him, just shoot the sucker to be on the safe side. There are 11 of these nasty geezers to catch and so you could be at it for some time.



This weird kind of hybrid game is usually only used as a film licence. This time, however, there's not a famous name in sight. Tech-nocop has some fairly reasonable graphics, at least during the driving section, but these start to look a little dodgy when the shoot 'em

up action gets under way. The main problem with Tech-nocop is repetition. It may sound like a bit of a bargain getting two distinctly different game styles for the price of one, but the value for money starts to sink pretty quickly when you discover that they're both mind-numbingly dull. Still, the sound effects are pretty spunky and I suppose the game does have its own sense of humour. For example, shooting old ladies pushing prams knocks 5000 points off your score, so don't blimmin' wall do it. Tech-nocop is a game which could have been quite superb, but in my opinion some pretty poor programming and overall bad design have ruined a nice idea which could have been turned into something special. Avoid.

**FRANK
O'CONNOR**

MEGADRIVE	
GRAPHICS	66
SOUNDS	65
PLAYABILITY	74
LASTABILITY	71
OVERALL	71





YOWZA! Yours truly is still recovering from a Mailbag stuffed full of stuff, including quite a few choice insults aimed in my general direction. Not only that, but one or two exposed a little bit of cheating on the side while a couple more almost made me laugh. If you think you can raise a chuckle, chuck me a line at **YOB'S SACKFUL OF FUN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGOON LANE, LONDON EC1R 3AU.** Best letter wins a spanking £100.00, so get scribbling!

SPOT THE SWIZZ No 1

DROPOUTS DOWN UNDER

Dear Yob,
I was in town this morning,
doing what I do every Saturday
morning, reading all the
other computer mags on the

newspaper's shelf (CVG is
the only one which I actually
buy). Anyway, I was looking
at Australia's only magazine
dedicated to electronic entertainment
and in the news section
was an article on the Express.

Upon reading this article, I
found it to be word for word
identical to the article you
had in the Feb 1991 issue of
CVG! In fact, the only difference
was that they changed the title from Pockal
Pirate Shocker! to Naughty
Nintendo!

Do you know about this? !!

not, will you kindly allow me
the privilege of dealing with
the losers at this crap mag in
the appropriate manner
PS At the end of the article I
said that the Express made
you blind and the Gameboy
did not. Can you please explain
this?

"Duffin The Dog"

Glen Forrest,
Western Australia

YOB: Well done, my little
down under duffer. Rest assured
our lawyers will be in touch
with this gang of rank emataure. These fly-
by-nights have just proved
what you have already demonstrated
to be true - that eager-swilling Aussie
layabouts don't know how
to string two words
together without asking
illy questions about hand-
heide end hiding behind
even sillier names.

WHY CAN'T I SPEND A PENNY?

Your Mighty Yobness,
What is the world coming to?
Why is it that people under
the age of sixteen are barred
from video arcades that
aren't near some sewage-
ridden pile of sand or stones (a
beach to you and I)? If you're
going to get hooked (if

anyone does get hooked)
you could always do it on one
of those rubbish Space Invaders
com-ops in any old chippy - so why not in an arcade?

I know parents look upon
com-ops as a waste of money,
but who are they to criticise
when they can spend about
£1.50 on a packet of cigarettes
or a pint of ale. And what
do they get for their money?
Either a full sick bag or a
chance of getting lung cancer,
that's what! When will our
parents wake up to the fact
that all we want is a bit of
fun and we're not all out to
waste money.

PS Congrats on the new look,
but how about a bit of colour
on the high scores page?

Domonic Riddex
Henwick Park, Worcester

YOB: Speaking as one who's
tried everything you outline
above, I can tell you that
arcade games are the only ones
actually good for your health.
How? Well, you can hold onto
them for support as you roll
around drunk in the boozier,
twenty tabs hanging from the
corner of your mouth, the
joy-etic in one hand and a
gently moulding kabab in
the other.

But seriously (Crikey! - Ed)
It is sad that many young

MAIL BAG

people are banned from arcades because they contain a few fruit machines and other boring bits and bobs none of us are remotely interested in. Life can be a right GX4000, eh?



CRUSTY COIN-OPS?

Dear Yob,
I was reading through a recent issue of CVG when I got to the Mailbag and came across a letter from Robert Holland saying that coin-ops are a thing of the past. You asked for people's opinions (that's right, so get on with it, YOB). Well, here are mine.
Coin-ops could never be a thing of the past, but the problem is that most arcade games look the same these days. There are no new ideas. Also, arcades are expensive (I do agree with Robert about making arcade machines available to the public though, so how much

would coin-ops like Pole Position and Enduro Racer cost? David Gooderham
Sible Hedingham, Essex
YOB: The controversy rages on. Perhaps it's time I put a stop to all this arcade aggro by issuing a few words of wonderful wit and wisdom to the world in general. On second thoughts, perhaps not.

MORE COPIED COPY (WILL IT EVER END?)

Dear Yob,
Enclosed you will find a copy of a letter I noticed whilst browsing through an American magazine. The reason I have sent you this is because upon reading the August issue of the brilliant CVG I noticed that there was practically an identical letter. Strangely not written by an American but instead by a Mr Niel T. Smith or should I say copied by Mr Smith as the American Magazine was out months ago so they couldn't have copied him. In the letter it states that most of the software companies are only concerned with making a quick quid, but I must disagree. It is you Mr Smith, who are looking for a quick buck, hoping to con Yob into giving you an easy £100. If you want to win some cash I suggest you try writing your own letter - that's if you can pull a sentence of your own together.
Now that I have got that off my chest I have just one question for how much can I get a Gameboy in the States and does it come with Tetris like the UK version?
Alan Sprately and Mark Kelly
Chewink, London, W4
YOB: Thanks for the info, you great little grasses. Sadie and her Scum Warriors are now hot on the trail of the suspiciously named Mr Smith. You asked two questions, but there is no difference at all between the UK and US Gameboys, except that some are owned by people with silly accents who carry expensive cameras, clog up London every summer and describe everything as 'neat'.



MAD AS A HATER

Dearest Yob,
I hate you. I hate the clothes you wear. I hate your stupid little designer stubble. I hate the way you brush your hair (if you brush your hair at all) and I hate the way you wear that pitiful little thing on your wrist.
In fact I hate everything about you. So why don't you do everybody a favour and jump off a cliff and let me have your badly paid job? Then maybe I can make something of your letters section. Just in case you forget how hard I am and don't send me the £100 I'll get my best friend Jack the psycho axe welder from the Yorkshire Moors to go around to your trempy house and beat seven shades of crap out of you while you sleep.
Matthew Hayes
Dakwood, London

SPOT THE SWIZZ N°2



YOB: I see your point. The crayon was a bit difficult to read, but hopefully the doctors will let you use a proper pen once you've recovered from the suppo-tories...

039



LETTER FROM AMERICA?

Dear Yob,

As a Canadian I first saw your magazine by accident. I was fascinated at first glance to see what was happening on the other side of the world. Living next to the USA I get to see all the latest products (not as early as Japan, but definitely earlier than the official versions of your machines). Games like Super Mario 3 have been out for a long time along with others like Mega Man 3, Double Dragon 3, Teenage Mutant Ninja Turtles 2 and Battletoads (all for Nintendo!) Super Mario 3 has been out since March 1990!

On the computer front, the PC is by far the most popular computer here. No system even comes close to what PCs sell, in games accessories or new systems. The

Amiga, while the second most popular computer, has only minimal support. It still does pretty well though. The Atari ST has very small support. It only survives in very large cities and then just barely. I live in a City with 600,000 people in it and nobody I know has heard of it and no stores sell it's software or computers. I think it will be gone from our continent in a few years.

Finally, what are Spectrum and Amstrad computers like (sound and graphics)? What is the difference between a Pal and Scart Super Family as these machines is coming out here this fall as the Super NES. Stephen Cress
Winnipeg, MB, Canada

YOB: This letter is full of good points. It's just a shame your prose has about as much life as Barry Manilow's backing singers. I think he's from Canada too, or somewhere equally useless.

WINNIPEG.

I CAN'T GET 'EM UP

Dear Yob,

I am writing out of concern for the high scores section of your magazine. In my opinion certain scores should be disallowed as they are not achieved by the names beside them. (Who says? - YOB) These scores are simply what the player COULD get if he were to sit at his machine for a few days. A prime example of this is Daniel Sullivan's 99,999,900 for Mickey Mouse on the Magnums.

I myself sat in a score of 1,067,300, which took three to four hours of constant play at a point in the game where I could rack up scores quite quickly. If I were to assume that he used the same point it would still have taken him 396 hours - which translates into 16 1/2 days of constant play. No matter how good the game is, nobody could do that without inserting a pump-action shotgun into their earhole and pulling the trigger. Now you may think I'm writing this letter out of self pay because none of my scores have been printed, but my letter is merely a warning against High Scores becoming nothing more than scores fantasized by certain players. All the real scorers out there must feel exactly like I do when some jock stuns me in an impossible score.

Allan Brett
Nottingham.



WHO'S A
BLACK-
EARED
WIMP!

YOB: Crumbs! The guardian of high scores has spoken! You gotta know CVG has some really mean games players and I we really think a score is a load of old losh, that's what we'll do to it. Anyway I've stuck a bazooka in my ear loads a times and I'm not even slightly sick of Mickey Mouse, even if he is a black-eared little wimp. That said, I'm sick to death of you.

040

WE JUST CAN'T PLAY THE GAME!

Dearest Yob,

Having been an avid fan of CVG for several years, I thought it necessary to air my views on a topic I feel strongly about - software piracy. Especially on ST and Amiga games this crime is getting very common and for one simple reason: the price of original software is just far too high. I mean, you pay £300-£400 to buy a machine and then have to fork out another £25 for one measly game. Who can blame people for owning a few copied games? After all, they're cheap.

Could anyone please explain to me why 16-bit games are so expensive? How much would it cost to produce a box? 50p? The discs, 75p? The instructions, 25p? Look at the profit on one game alone, never mind 50,000. Companies like US Gold and Ocean must have profits of millions of pounds and are ripping people off! The software houses are practically forcing owners to break the law. This is not good news.

A Browne

Aberdeen, Scotland.



YOB: You're talking through your tiny sporan. We've been through this piracy business before and all you deadheads have got to realise that piracy will only put companies out of business and restrict the amount of software generally available. As far as money is concerned, packaging is only one aspect of the cost. Do you think that games grow on axe handles? They involve many programmers and developers - all of whom have to be paid - and don't forget the shops and distributors take their cut too, plus advertising costs and film licence payments etc. It's people like you who bring down the intelligence average of gamers and give everyone a bad name, so put that in your Scotch egg and shove it.

JOLLY JOKING JAPES

Dear Yob,

First off, here are a few jokes for your lively pages:

D: What do you get if you cross Julian Rignall with Tim Boone?

A: The winning entry for last month's Alien Storm compo.

Q: What do you get if you cross Sadie?

A: No teeth.



Also, why are Spectrum, C64 and Amstrad games never reviewed outside Byte-Size? After all, 8-bit owners would like to see 3 page features on games like Alien Storm for their computers too. I would also like to know if the GameYob is in production

yet. These are little gadgets that tell you if your letters are crap before you send them in to the magazine, therefore saving a lot of money on stamps and allowing Yob to print the good letters.

By the way - where is Richard 'fashion victim' Lead-better? Have his massive killer flares finally devoured him? He did not appear on last month's contents page (fortunately). Finally, has anyone seen my bionic hedgehog? It was last seen heading towards alonehenge on a hairy pink moped.

Danny Graham
Glasgow, Scotland

YOB: The GameYob is already in pre-production, and I have the first ever machine in my hand as I write. Not only does it play perfect clones of ZX81 games but farts in stereo every time it detects crap jokes like yours. Does anybody know how to turn the sound down? Those digitised stereo bowel movements are driving me crazy...

SILLY SPECCY SADNESS

Dear Yob,

Don't laugh but I'm the very proud owner of a Speccy +2 with a hell of a lot of games ranging from Punchy to Robocop 2. I'm wondering whether to sell my Spectrum and put the money towards a 16-bit computer or play with my old friend.

If I couldn't afford a 16-bit machine, what about buying a Console (extremely cool but the games are rather pricey on my underpaid paper round wage)? Could you see into the future and see the Super Famicom coming out at an extremely low price?

By the way, if you don't print this letter it proves to the readers that you are a wimp. Sorry, couldn't resist that one. Also my friend will give me a Tenner if this gets printed which isn't the real reason I write - I really just wanted you're super cool, hip and trendy advice.

A Spectrum Owner

Leicester

YOB: If you actually have any friends they'd better not give you any cash, or else. If you read CVG regularly you'd know which machine you want, but obviously you don't so you won't. Oh dear.



DEAD POET'S SOCIETY

Dear Yob,

I'm writing this funky letter. Because I really think you should act much better. I really don't like the way you act. You treat people like they are a piece of crap. Good people that have spent time and 13 pence.

To write to you and then,

You insult them and don't answer their questions. Here's an example from a section:

A boy writes in and wants to know. Why the STE is better than the STFM and you know.

Because you answer, "Why do you care?"

But he'd like to pull out your hair.

While you're hanging upside down.

Until you answer, "Because of its sound".

And while you're screaming I'd love to be there.

To see him ripping out your hair.

He'd be shouting, "You stupid prat."

I bought a Speccy 'cos I thought ST's were crap.

And all because of your stupid letter.

So I'm going to make you regret it and you'd better.

Yob, oh Yob, you'd be in a state.

There'd be no more violence, no more hate.

And especially no more cocky remarks.

Like 'PS I think you're a waste of space'.

You should emigrate to Australia with much haste.

Because you're acting like a lout.

Coming your way there'll soon be a clout.

Robin Loweing

Kings Lynn, Norfolk

YOB: Yeah, you're a real Wordsworth Rob.

It's a pity that you're such a slop.

I read Mailbag each month and see.

I'm a meaner rapper than Ice-T.

Now shut up and get outta my face.

PS You're a waste of space.



GET SWITCHED ON
TO FOOTBALL'S
FASTEST GROWING
FOOTBALL WEEKLY
— NOW
INCORPORATING
GREAT VIDEO AND
COMPUTER GAME
REVIEWS!

- BRILLIANT
POSTERS OF THE TOP
STARS!
- FASCINATING
PREVIEWS OF THE
TOP GAMES!
- INTERVIEWS WITH
THE MEN OF THE
MOMENT!
- CRACKING
COMPETITIONS WITH
MEGA PRIZES!
- THE GAME'S
NUMBER ONE
RESULTS SERVICE!

PLUS YOUR CHANCE
TO PLAY SUPERBOSS
— THE COMPUTER-
STYLE GAME WITH
REAL PLAYERS!

MATCH
— THE COUNTRY'S
FASTEST-SELLING
FOOTBALL MAGAZINE
AND THE ONE FOR
TODAY'S YOUNG FAN.
GET IT EVERY
WEDNESDAY!



TERMINATOR 2™ JUDGMENT DAY

TELEPHONE CHALLENGE!

ARNOLD'S BACK AS THE TERMINATOR. THE WORLD IS AGAIN THREATENED WITH DESTRUCTION. NOW YOUR VOICE AND BATTLE ABILITY CAN DESTROY THE TERMINATOR COMPUTER CHIP PROTOTYPE. HELP SAVE MANKIND BY TAKING THE T2 CHALLENGE!

OUR GRAND PRIZE WINNER GETS MIDWAYS FANTASTIC **COIN-OP ARCADE MACHINE**, A NINTENDO GAME UNIT PLUS T2 GAME CARTRIDGE.

25 RUNNER UPS GET THE GAME CARTRIDGE FOR NES AND GAMEBOY, **AND MORE.**

HERES HOW TO PLAY!

1. DIAL 0898 345 800

**2. LOG IN YOUR VOICE TO
BECOME THE TERMINATOR.**

**3. USE YOUR VOICE
TO DESTROY
THE EVIL MIMETIC
POLLYALLOY.**

**4. CRACK
THE 3 DIGIT
SECURITY
CODE AT
CYBERDYNE
LABS.**

**5. DESTROY
THE SKYNET
SYSTEM
COMPUTER
CHIP
PROTOTYPE.**

**6. SUCCESS-
FULLY SAVE
MANKIND BY
COMPLETING
THE MISSION
AND QUALIFY
FOR THE
SWEEPSTAKES
DRAWING.**

THE PHONE PROGRAM COMPANY, SHEFFIELD, S1 4FS.

Calls cost 36p per minute cheap rate and 48p per minute at all other times.
Under 16, please get permission from whoever pays the telephone bill. Closing date 31st December 1991
Terminator. ©1991 Carolco Pictures. All rights reserved.

REVIEW

FAMICOM

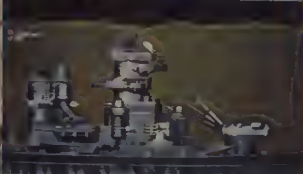
£50.00

BY CAPCOM

It all began in the small, Middle Eastern province of Kutal. Kutal had for years been in a state of civil war, fuelled by the terrorist organisation Project 4. One-time arms dealers, Project 4's trade had been slackening off due to an unexpected outbreak of peace - and with Kutal the only country in the world still in conflict, the bad guys weren't about to let their lucrative trade slip away.

Thousands of miles away in Washington, the UN Security Council sat down to discuss the situation once more. The toughest sanctions since the 1990s had been put in place and appropriate threats were made, all to no avail. This called for drastic action. A proposal was tabled - to send in the crack UN Squadron, the most lethal rapid-reaction force available. The vote was cast, a unanimous decision returned. The three-man team were on their way to Kutal within twenty-four hours, ready to rock.

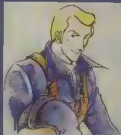
ORE 66600 LEVEL 5 POW 100%
189900 MAX 4



▲ This boat spilled your pint, so make it pay!

BRING ON THE BOYS (AND GIRL!)

These are the three members of the UN Squadron line-up, who tremble with the excitement of having YOU control them against the forces of Project 4!



MICKEY SCYMON - The Ian Botham of the force, Mickey can handle himself more than adequately both in the cockpit of a speeding Tomcat and at the controls of a great big gun!



SHIN KAZAMA - Not only does Shin have a rather unusual name, he's also a thief. This gun-totting gurl is a bit of an old woman when it comes to packing a pistol, but strap her into a Tiger Shark and she'll outperform the larks every time!



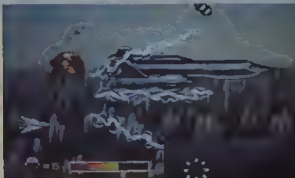
GREG GATES - Only just scripped through the UN Squadron flight exams, but Greg's time is firepower. Weaponry is his first love and it'll come as no surprise to find that he's quite useful with a nose-mounted cannon or a pinch of...



UN SQUADRON

UPDATE

UN Squadron already exists on a wide variety of home computers, thanks to US Gold. They're not bad at all - but not a patch on this!



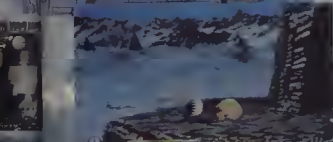
Ere, that's one of them Stealth bomber fings, innit!



Surprisingly enough, I've never had the opportunity to play the UN Squadron coin-op, so I can't compare this Super Famicom conversion to its arcade parent. What I can tell you is that to my mind this is probably the best shoot 'em up available on the Fami at the

moment - even better than Super R-Type! Grapically no-one could fail to be impressed, especially by the incredibly detailed backdrops which left me quite simply thunderstruck. A lot of time and effort has obviously gone into making UN Squadron (or Area 88, as it's known in the Land Of The Rising Sun) as visually impressive as possible. In one sense this is a shame, because it sounds as if the programmers were a bit pushed for time to produce the music, which isn't that far removed from a Megadrive game. Fortunately, the tunes aren't off-putting in any way, and they're adequately propped up by the impressive FX. What really makes UN Squadron such a fabulous blast is that magic shoot 'em up ingredient - playability. It has tone of the stuff throughout its three difficulty levels, misleadingly called Easy, Normal and Hard when they should be named Tough, Sweaty and No Way Matey! This game gets the definite thumbs up, and if the coin-op is anything similar extend eels while I sleep up for a blast.

PAUL RAND



Oh my gosh, that cave looks a bit spooky





WHAT'S A UN SQUADRON?

There isn't really such a force as the UN Squadron at this moment in time. The nearest there is to these guys is a UN Peacekeeping Force. After a war or some other conflict, and should the UN Security Council vote favourably, a small "army" of around 3-5,000 soldiers is gathered from various United Nations member states. They're given navy blue UN berets so as not to annoy the locals and are usually given the job of monitoring cease-fires - basically keeping opposing sides apart and unable to shoot holes in one another. So now you know!

THANKS!

Thanks to Advanced Console Entertainment (071 383 0462) for the loan of the cartridge used in this review

Just look at those gorgeous clouds

DOC MCCOY'S AMAZING AIRCRAFT EMPORIUM!

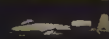
Each enemy destroyed gives us a reward. Armed with a mighty winged machine, each plane has its own special features. Each aircraft has its own special features. Main weapons available to the team. High speed, high performance. Games on offer from the game.

CRUSADER



MAX LEVEL 5

THUNDERBOLT2

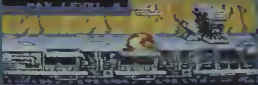


MAX LEVEL 3

TIGER SHARK



MAX LEVEL 4



I've seen more than enough whiffy World War II side-ways scrolling shoot 'em ups to know you have to be careful with this type of game. Lucky UN Squadron on the Family is a tottshoot from start to finish (well, start to um- quite a way in!). This game has everything a

great shooter should - beautiful graphics, incredible backdrops, great explosions and - above all - fast star gameplay! Everything works like a dream to present every player with a real challenge at whichever level you choose. It's true that the programmers seem to have sacrificed sound to make everything else that bit better, but you'll quickly forgive them as you wade through the on-screen mayhem and blow the bad guys back to wherever the hell they think they came from. Like Randy, I have to confess I never saw UN Squadron in the arcades - but who cares when you can play a console version this good in the comfort of your own home! All of a sudden, UN Squadron gives the mighty Super R-Type a serious run for your money - and if you want a game with plenty of challenge than this is the one for you!

TIM
BOONE

FAMICOM

GRAPHICS	94
SOUNDS	90
PLAYABILITY	95
LASTABILITY	93

OVERALL 94

THE NO-HOLDS-BARRED

SMASH

GAME SHOW
OF THE FUTURE

TV

COMING
SOON!

AKkaim
entertainment

ocean

© WILLIAMS ELECTRONICS GAMES, INC

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS
TELEPHONE: 061 832 6633 . FAX: 061 834 0650

The polluter and profiteer
Sly Sludge™



The degenerate and toxic
Vermicious Skumm™



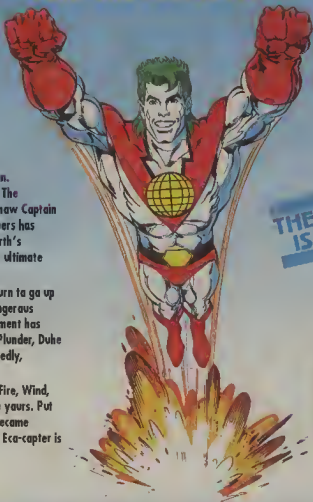
CAPTAIN PLANET AND THE PLANETEERS™

Oil spills. Air pollution.
Endangered animals. The
award-winning TV show Captain
Planet & The Planeteers has
turned saving the Earth's
environment into the ultimate
adventure.

And now, it's your turn to go up
against the most dangerous
enemies our environment has
ever faced - Looten Plunder, Duhe
Nuhem, Haggish Greedily,
Dr Blight and more.

The forces of Earth, Fire, Wind,
Water and Heart are yours. Put
them together and became
Captain Planet. Your Eca-capter is
waiting.

**THE POWER
IS YOURS**



Coming soon
for your computer
Also available on video



MINDSCAPE



HOT LINES

WIN A PC ENGINE!

0839 500 843

Momentous mayhem crammed inside a tiny box, this ice cool little baby will make you the envy of gamee freaks everywhere. Rumour has it that Jeremy Beadle doesn't know what it is, but who cares? Get dialling and win one of the best consoles ever!



WIN A MEGADRIVE!

0839 500 842

Hot! Hot! Hot! Sega's beautiful little black box is just chock-a-block full to the brim with brilliance. You'd have to be Bernard Manning not to want to win one, so don't crack any crap jokes and get dialling ruddy quick!

WIN A GAMEBOY!

0839 500 844

It's super, it's small, it's utterly bloomin' brill. Join the stars of stage and screen who play the Gameboy and become and overnight celebrity with all your chums. How? Grab that there raprod and all will be revealed...



WIN A SUPER FAMICOM!

0839 500 845

So amazingly hot it ought to carry a government health warning, you'd have to be a right plonker to pass up the chance to win one! There's just one way to grab all that gaming glory - grab the phone and get dialling eharplah!



IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL IS 18+ AND YOU HAVE PERMISSION FROM YOUR PARENTS. (ALL CALLS ARE 0839 500 842-845. A 4 PPM PER MINUTE PEAK RATE).

CU

SEPTEMBER 1991 £2.95

0950 770 61500

AN EMAP PUBLICATION

AMIGA

THE COMPLETE GUIDE TO THE AMIGA

WHO YA GONNA CALL?

ALL MOD COMMS

Amiga
Modems
explained

OUT
NOW

NO DISK
ATTACHED?

ASK YOUR NEWSAGENT

contains
**VIRUS
KILLER**

GREMLIN'S UTOPIA
THE PERFECT GAME

DELUXE PAINT
SPECIAL TUTORIAL

MAGIC POCKET
THE BITMAPS' GET CUT

WIN A VIDEO WALKMAN
HOW TO CHEAT AT ANIMATION
• ROOLANO • ALIEN STORM •
HEAD OVER HEELS • ROBIN
HOOD • THE SIMPSONS • THE
FUTURE OF RPG • GENITIZER
• MEGALOMANIA • LOTUS 2
• THE GOOFATHER • FINAL
FIGHT • 6-PAGE POSECTION
AMOS COMPILER • WORD-
WORTH • WHIRLWIND
SNOOKER • GAUNTLY FT 3 •

SHEKHANA CONSOLES

WE HAVE BEEN ESTABLISHED SINCE
1978. WE HAVE BEEN ADVERTISING IN
C&VG EVERY MONTH SINCE 1984. SO
FOLLOW THE LEADERS

VISA

081-340 8565

Access

NINTENDO FAMICOM

Famicon - Scant	199.99
Famicon Pal 1	224.99
Famicon Scant + 2 Games	274.99
Famicon Pal 1 + 2 Games (one of our choice one yours)	299.99
Scant Lead	29.99
Audio Lead	19.99
Control Pad	9.99
Philips 8533 MK11 Lead	19.99
Commodore 1084 Lead	19.99
J & S King Joystick	59.99
Autofire Controller	19.99

SOFTWARE

Actuater	44.99
Baseball	44.99
Big Cat	44.99
Darkus Twin	44.99
F Zero	39.99
Final Fight	44.99
Ghostman Warrior	44.99
Ghouls & Ghosts	44.99
Gradius III	39.99
Pilot Wing	44.99
Pop'n Music	44.99
R-Type	44.99
Super Mario 4	44.99
UN Squadron	44.99

NINTENDO - NES

Balman	38.99	Protector	29.99
Beyblade	33.99	Punchout	23.99
Double Dragon	33.99	Rastaz	23.99
Foxconn	28.99	Turtles	33.99
Garfield II	38.99	World Cup	28.99
John Sword	28.99		

SEGA MEGADRIVE - IMPORTED VERSION
OFFER ONE
MEGAHIVE + CONTROL PAD + POWER SUPPLY UNIT
+ FREE GAGE OF OUR CHOICE
£124.99

OFFER TWO
SEGA MEGADRIVE + PAD + PSU + ANY THREE JAPANESE GAMES
UP TO THE VALUE OF £24.99 EACH
£149.99

ABOVE OFFERS ARE FOR LIMITED PERIOD ONLY

Atari Power Stick				34.99
Control Pad				12.99
Megadrive Converter				8.99
SOFTWARE				
	APP	USA/UK	John Madden	34.99
	VERSION	VERSION		
Alien Xoid	24.99	29.99	Ke Go Ka	29.98
Alien Storm	34.99	29.99	Legend of Riden	34.99
Alien Beast	24.99	34.99	Mad Dog 2000	34.99
Alien Krucifix	- 39.99		Merlin Land	34.99
Alman	34.99		Monkey Mouse	29.98
Buster Douglas Boxing			Monaco G.P.s	29.99
Curse	24.99		Moonwalker	29.99
Cyberball	24.99	34.99	Neon Rider Story	29.99
De Run II	34.99		Outrun	34.99
Dynastie Duke	29.99	34.99	PGA Golf	35.99
D.J. Boy	24.99	29.99	Pharmacy Star II	35.99
Emul	24.99	29.99	Road Race	34.99
Fantasia	34.99		Saint Sword	34.99
Gaius	29.99	34.99	Samurai Hedgehog	29.99
Ghost & Ghosts	24.99	39.99	Spikeman	35.99
Ghostbusters	24.99		Star Coins	34.99
Golden Ace	29.99	29.99	Street Smart	34.99
Lyndup	29.99		Strider	39.99
Hariball	29.99		Sword of Boston	29.98
Ice Hockey	39.99		Wonderboy 3	29.98

PC ENGINE

PC Engine - Core Graft Pal 1 Version	139.99
Control Pad	19.99
4-Player Adapter	24.99
Adventure Island	34.99
Final Soldier	34.99
Justice Ocean	34.99
Legend of Tama	34.99
Patched Stars	49.99
PC Kid II	39.99
Power Eleven Soccer	34.99
R-Type	24.99

PC ENGINE PORTABLE GT

PC Engine Plus Free Game	249.99
ATARI LYNX	
Lynx System II	99.99
Ninja Gaiden	34.99
Warfare	34.99
Pac-Man	34.99
APB	34.99

RING FOR FURTHER TITLES

NINTENDO GAMEBOY

Gameboy + Battle Headphones Plus Free Protector	59.99
Gameboy + Battle Headphones Plus	
Any Game You Like Plus Gameboy Protector	79.99
2-Player Cable	8.99
AC/DC Power Supply	12.99
Battery Recharger Pack	9.99
Gameboy Protector	12.99
Gameboy (Hard)	14.99
Nintendo Carry Case	14.99
Large Carry All Case	19.99
Light Boy (Mag + Light)	24.99
Wide Hard Case	34.99

Baseball, Batman, Battle Bk, Bill and Ted, Bubble Bobble, Castlevania, Chess HQ, Dead Hunt Scramble, Double Dragon, Dragons Lair, Duck Tales, F1 Racer + Adapter, Golem 2, Hal Winstling, In Your Face, King Fu Master, Lock N Chase, Mickey Mouse, Motorcycles, Namco, Namco Boy, Operation Contra, Paperboy, Princess Biotene Rader, Maelon, Robocop, R-Type, Shrek, Slick, Turtles, World Bowling, WWF Wrestling.

ALL ABOVE HAVE ENGLISH INSTRUCTION.

ALL £24.99 EACH
ANY 2 FOR £45.00
ANY 3 FOR £65.00

SEGA GAMEGEAR

GAMEGEAR ADAPTOR AVAILABLE NOW LETS YOU RUN MASTER SYSTEM GAMES ON YOUR GAMEGEAR

£29.99

Gamegear System Plus Free Protector worth £12.99	99.99
Gamegear + Any Game	119.99
AC/DC Power Supply	8.99
Battery Pack	9.99
G Gear Protector	12.99
2-Player Cable	14.99
G G Carry Case	12.99

Baseball	24.99	Dublin	24.99
Chess HQ	24.99	Peeman	24.99
DeKums	19.99	Pop Breaker	24.99
Dragon Crystal	24.99	Psychic Golf	19.99
Fantasy Star	24.99	Puffer Golf	19.99
Golf	24.99	Rastaz Saga	24.99
G Loo	24.99	Shrek	24.99
Mickey Mouse	24.99	Wonder Boy	24.99
Moscow G. Arts	19.99		

RETAIL STORE

2 GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN N22 0AA
(CORNER OF GLADSTONE AVE.)

TEL: 081 855 8412

FAX: 081 889 9413

ABOVE PRICES ARE MAIL ORDER ONLY

MAIL ORDER

CHOP O.T.O.

SCS, (CVG), 855 GREEN LANE, LONDON N8 0QY

TEL: 081 340 8565

P&P ADD 75P FOR SOFTWARE IS FOR MACHINES.

LICENCE © CREDIT BROKERS

TRADE ENQUIRIES WELCOME

ALL PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE
E&OE

ALIEN STORIES

THE WINNER! This Earth-hating intergalactic mercenary is the work of Michael Collings, from Melton Mowbrey, Leicestershire. Congratulations Michael - what a mega monster!!

THE WINNER



FORM COMPO RESULTS!

AAAARGH! Here they are... the best of the bunch in our amazing US Gold Monster Giveaway competition. Don't these 'orrible aliens just scare you silly?

Seckluls of your anlnas flooded into the office, and we had a wacky and wonderful time sifting through them all with help from those wonderful US Gold gamers! sponsoring the compo to celebrate their conversions of Alien Storm.

Winner by unanimous decision was **Michael Collinge** from Melton Mowbray in Leicestershire, who walks away with a Sony Video Walkman worth an incredible eight hundred quid! Lucky old him, ah?

The runners-up printed here each win an amazing new CVG T-shirt. We may also decide to print a few more hers and there in the near future - so keep 'em peeled for your monstrous masterpiece!



BLIMEY! Ben Silver from A... is the brains behind this spine-tingly, terror-inducing...



CRUMBS! A Roberts is the artist behind this hilarious horror. Send us your address, A, so that we can send on your prize!

RUNNERS UP

REVIEW

MEGADRIVE

£34.99

BY SEGA

Bam! Pow! Kerblammm! it's death deasin' time again! Just when you thought that Final Fight on the Famicom had the genre sewn up, along comes a Megadrive beat 'em up to knock its block off! Streets of Rage bears more than a passing resemblance to Final Fight. It's a horizontally scrolling Kung Fu riot featuring a totally brilliant two player mode.

Mr Big, the rather large Mafioso boss, has taken over the town. You and one of your two pals have to find the big badged crime creep kick his royal fitness all over the town. Each one of you (two guys and a gal) has a wide range of martial arts moves at your disposal. There are special secret moves and possibly the most outrageous smart bomb the world has ever seen.

The goons come in all shapes and sizes and it's up to you and your homies to deal with them. Use your feet, fists or any of the weapons the bad guys drop (including a canister of CS gas) to slash out the destruction. Strangely enough, there's nobody to rescue - no damsel in distress and no kidnapped children. Just punches, kicks, and serious fighting. Cool!



Streets of Rage starts up with a bang. Help the



I almost wet myself and called the police when we first plugged in the Streets of Rage cart. The game starts up with a stupendous opening sequence and a great house remix of some fabulous oriental music. From here on, things just get better and better. The

start-up screen allows you to choose from three characters, two guys and a girl. Two of these can play simultaneously and help each other through the battle ahead. On the flipside, you can brawl with your friends if they get in your way - or even if they don't! The graphics are gorgeous, the sprites beautifully animated and full of life. The backdrops on certain sections are almost photographic in quality and portray a city full of disease, aqualor and Ninja death squads. If that, mindless, pointless violence is your cup of tea, then get hold of Streets of Rage and have those Famicom owners wishing they'd never upgraded. Here's the game that actually makes the Fami look a bit feeble - and that's saying something!

FRANK
O'CONNOR

STREETS OF RAGE



As you unleash a backbreaking move.

CHOOSE YOUR HERO!

Here's a quick lowdown on the fighters at your disposal as you take on the mighty Mister Big and his well-armed deputies of doom. Each fighter has his or her own special skills, and you'll soon choose a favourite with which to kick some butt.



ADAM: This is one cool dude. His specialty is boxing and very good he is at it too! He prefers to hit the goons with a flying drop kick though, has a nice line in surprise back kicks and looks quite a bit like Mean Machines hero Oz Browne. Amazing!



AXEL: A world class martial artist whose tactic is to hit first and ask questions later. He may look a bit soft, but the boy is fast! He also looks suspiciously like CVG street urchin Paul Rendi. Incredible!



BLAZE: Blaze is not only gorgeous, she's also a judo expert and likes nothing better than grappling with swasty men in the rougher parts of town. Blaze is more than a match for most of the crims in the city, and looks surprisingly like CVG designer Yvette Nicholls. Slupendous!



▼ Blaze kills as



ROGUES GALLERY

There are lots of very shady characters in the city so you should be careful who you talk to. Some of the guys you'll encounter are just plain old sluggers who try to bop you one on the head. Others will carry weapons and be more than a match for you in terms of strength and speed. The end of level bad-dies are the real problem though, and these guys come in all shapes and sizes. Teamwork is essential at this point and helping your mate out of a bad situation makes you feel all warm and gooey inside.

THE THREE AMIGOS!

There are three heroes to choose from in Streets of Rage each with their own special abilities. You have to decide which combination of speed, strength and agility suits your style of play. Axel, for example, is fast but not as strong as Adam. It is possible to link arms and use each other's bodies as weapons, but doing this in the heat of the action is tricky to say the least. If you don't get on with your teammates, you can turn the game into a grudge match, beating up your friends and competing for weapons and bonuses.



▲ Take your pick of the hardest dudes in the city
Hah! Two free lives, yours
▼ for the taking!



The first time I saw this I almost wet Frenk'etrouera too. The Magedrive has been screaming for a truly brilliant beat 'em up for years - and now Streets of Rage knocks the competition into a cocked hat! Beautifully presented, the game smacks of quality

from the moment you alop in the cert and prepara to alop heads. The gameplay is totally wicked. Each fighter has his or her own characteristics, but you'll soon choose a favourite with which to kick ass. Graphically excellent, the backdrops are something else again. With gusts of wind blowing dead leaves across the road and posters fluttering in the breeze, you really do get the feel you're fighting in Sleaze City. But for me the thing which really makes the game is the sheer number of moves at your fighter's disposal, especially when fighting with a chum. Watch those bad guys count the spinning stars as you duet them down with a flying kick after using your buddy as a human trampoline! Buy this and sock your puddy. It's that good!

TIM
BOONE

MEGADRIVE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	94
LASTABILITY	91
OVERALL	93

STORM



SALES TURVE

JAW BREAKING ACTION!

Fight 10 hardened
contenders each
with a shot at fame
and fortune, but only
one can become
heavyweight Champion.
Protect yourself from
jaw-breaking punches or
you'll end up dumped on
the canvas and back in
the gutter. Duck,
weave, box clever,
destroy or be
destroyed in this
bruiser 1 or 2
player
eliminator.

**FIGHT
NIGHT
BOXING**

The Sales Curve Ltd.
30 Lombard Road, London,
E9 7PL. Tel: (071) 385 3506.

Amiga, Atari ST - £25.99
CBM 64 Cassette & Disk
£11.99 & £15.99

© Taito Corp., 1991. All rights reserved.
Programmed by The Sales Curve Ltd.





MEAN MACHINES

WOWZER! YOWZER!

THE NEXT ISSUE OF MEAN MACHINES IS GOING TO BE SO SEXY YOU'LL WANT TO THROW YOUR CLOTHES OFF AND FONDLE IT IN THE SHOP!

THERE'S AN EXCLUSIVE REVIEW OF
**SUPER MARIO
BROS 3!**

PLUS REVIEWS OF ALL THE OTHER HOTTEST GAMES ON:

MEGA

**MEGADRIVE
NINTENDO
GAMEBOY
AND SEGA**



PLUS THERE'S
**10 PAGES OF TIPS!
THE HOTTEST NEWS!
THE GREATEST PREVIEWS!
AND A WHOLE LOAD MORE!**



MEAN MACHINES IS THE FINEST SEGA/NINTENDO MAG IN THE UNIVERSE. IT'S OUT ON THE 27TH. SO TIE YOUR INCONTINENCE UNDERPANTS TIGHT AND GRAB £1.75 AND SIT OUTSIDE YOUR NEWSAGENT UNTIL IT ARRIVES...

DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

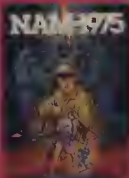
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

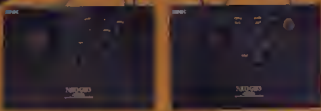
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttle and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION



ストパイロット・遊び方説明



It's got to be the swankiest home console money can buy - boasting full-blown arcade experiences to enjoy at home. Virtually an arcade in your front room, the Neo Geo is still the Rolls Royce of console gaming.

So why isn't everybody blowing six bells out of the bad guys on this little black box full of wonders? Simple - up until now the machine and its games cost a bloody bomb!

With a price tag of around £500 for the console and a whacking great £200 each cartridge for the games, the Neo Geo remained one of those machines everybody drooled over but nobody played outside the arcades.

Now Console Concepts have slashed back the price of the Geo to a much more reasonable £290, with power supply and nifty joystick thrown in. They've also been able to hack back the price of the games to £120 for new releases and a damned reasonable £80 for the old arcade classics including the likes of Nam 75, Magician Lord and Baseball Stars.

The lads at CVG decided to take a closer look at SNK's expensive little superstar, and review the latest games now available for the machine. Take it away, boys...

INSIDE THE AMAZING BIG BOX OF TRICKS

So what makes the Neo Geo such a wonderful machine - even if it does cost the earth? First off, this machine's designed to handle a stunning 330 megs of information using two processors - a 16-bit 68000 and 8-bit Z80A. This machine can shift at a fair old pace, delivering super-smooth graphics and capable of displaying 4096 colours on-screen at the same time! The machine can also handle up to 380 sprites (and that's a LOT of alien acumbags to blow away), and features 15 channels of sound!

The Neo Geo is a slick black console, and really looks the part - you can almost feel the power hidden inside the machine. The joysticks are almost as big as machine, but surprisingly easy to use once you balance it in your lap and wiggle away. The buttons take a fair bit of hammering - too - surviving days of thumping from the CVG crew putting the boot in on this bill King Of The Monsters.

One very nice feature of the machine is the memory card - which allows you to store the high scores and position you racked up at home to drop those jaws when you slot it into your local arcade's machine and play away on level six billion! The size of a credit card, you can store up to 27 separate games positions on one of these little babies. Now that's sexy...

So what's the verdict?

The upshot of all this is that the Neo Geo is one helluva games machine and a wonderful piece of kit to own. Head to head with the Famicom, it definitely comes out on top in terms of sheer power. But even with the recent price drop, the Neo Geo is just

too far out of most people's price range to make it really worthwhile.

Our review machine and cartridges come courtesy of Console Concepts (0762 712759). If you think you're ready for this super league of gaming and want to join the exclusive Neo Geo owners' club, give them a call for all the info.



**ALPHA
MISSION
II**
£120
BY SNK



Considering the Neo Geo is simply a coin-op in a smaller box, it's only fair to expect software of arcade quality, especially at the prices that are charged. With Alpha Mission II, that's exactly what you're given - a hard and fast blaster full to the brim with extra wa-

ponery and lethal anamias, all picked out in gorgeous detail. Not only are the graphics of high quality, the sound and music are completely mindblowing, consisting mainly of raucous guitar tracks which give the player the impression of listening to a heavy metal cassette whilst the killing ensues. This really is one tough game and, what makes it even more worthwhile, you aren't given infinite continues - so you're going to need to be really hot if you want to get to the finish even on Easy level! The prices for Neo Geo games are huge, but if you're fortunate enough to be able to afford a cartridge this year, go for Alpha Mission II.

**PAUL
RAND**

TEN years ago the SYD super jet plane kicked tan balls out of a massive alien invasion force in the original Alpha Mission and, since that time, everything in this garden had been rosy. But now in the year 2525, the buddies suitably re-armed, they're making another bid for domination of space. Time for the Legendary Hero to come out of retirement, power up the dreaded Armoured Scam Object and take to the stars once more. One or two fighters can take on the outer-space onslaught, each player capable of increasing his firepower by shooting pods and collecting the weaponry released. Not only that, there's the chance to pick up super-bolt-ons which offer devastating weapons for a limited amount of time.

**60
MEGA**

NEO GEO

GRAPHICS	90
SOUNDS	91
PLAYABILITY	85
LASTABILITY	85
OVERALL	88



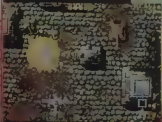
GHOST PILOTS

£120
BY SNK

PIP plot! Chocka away Ginger! Tally ho and all that loosh. It's time to get on your special flying trousers and take to the skies in this WW2 air combat drama. It takes the form of a vertically scrolling shoot 'em up, with lots of extra weapons and end of level baddies.

The game follows much in the mould of every other vertical shooter from Xevious onward. Bearing an almost uncanny resemblance to Taito's arcade smash Flying Shark, you have to guide a rather groovy boat plane through a veritable storm of missiles and bullets. The enemy pile in, mostly from above, but the occasional snooky fighter creeps in from the back. There isn't really all that much in the way of spunky power ups, but you can enhance the bog-standard machine gun and boost your firepower.

End of level baddies are to be quite honest, complete sissies. They blimp onto the screen with the grace and poise of a lag dancing slug on valium. A couple of shots and a smart bomb and off they shuffle to the great and of level in the sky.



GHOST PILOTS



Ooh ar, there you are, 120 big ones clutch'd in your awasty flet. You hend it o'var and recle'va in return a car'ridge the elze of a herdback noval. Get it home, plug it into your Nao Geo and whet have you got? An avarage vertically scrolting shoot 'em up with avarage

graphics and reasonable sound. This in itself wouldn't be much of a disaster, but after paying 120 quid, you expect that much worth of entertainment. That's something you just don't get from Ghost Pilots. It has nothing new to offer and in some ways, it's a step backwards for the genre. There are tons of better vertical shooters around and for the price of the cartridge alone, you could buy yourself a PC Engine and a copy of Gunhed. The game has no saving graces - it's so completely mediocre, you'll wonder if the programmers knew the machine was a powerful 16 bit monster when they blatantly copied Flying Shark. An expensive exercise in poor design and dodgy programming which, frankly, sucks.



55
MEGA

NEO GEO

GRAPHICS	76
SOUNDS	68
PLAYABILITY	70
LASTABILITY	69

OVERALL 68

062

FRANK
O'CONNOR

with its
the skies
vertically
and of

tical
canny re-
have to
form of
bove, but
There
is, but
boat

esses,
of a rap
bomb

KING OF THE MONSTERS £120 BY SNK



This game has gone down a storm in the CVG office. It's a beast 'em up to the max, so full of jeffs and surprises you just have to keep coming back for more. With six mega monsters to choose from - Geon the Godzilla is my favourite - you'll quickly learn to use different tricks and tactics against your foes. Play against the computer and the game's a great left. Take on a chum and if becomes a hilarious free-for-all as you lumber around the screen kicking the ass off each other. The graphics are nothing short of superb, with a real Japanese B-movie flavour backed up by the tacky sound. With bonus points on offer for buildings, streets, ships and planes trashed in the process there's always something new to see, and it'll take quite a while before you're tired of this. If I'd first met this game in the arcade I'd be a lot poorer now. Thank Neo it's on the Geo. Hurrah!

TIM
BOONE

Run for cover! The Monsters are coming! Whoops, there goes a tower block! Oh dear, that's them! Just trodden on a liner! Watch that bridge - one of those that walked into it...

Yes, folks - here's your chance to be a monster. Hey waste to entire cities and beat up other monsters! And that's the same time! It's 1996, the third layer is on leave and the whole world has gone totally bonkers - huge monsters suddenly appear from nowhere, and as soon as they meet each other they just have to fight to the finish.

Cities are too waste by these ferocious foes as they stomp across skyscrapers, smash entire streets with one kick and pick up ocean liners and trains to throw at each other! Each monstrous fighter has individual skills and talents, and learning all about them is half the fun.

Battling through cities across Japan, these heavyweight hulks care only for one thing - beating the crap out of each other. Is there any chance for humanity? No way!

50
MEGA

NEO GEO

GRAPHICS	91
SOUNDS	89
PLAYABILITY	92
LASTABILITY	92

OVERALL 91

WIN WIN WIN



Win a **SUPER FAMICOM!**

Get Your Hands On This Amazing Console And Enjoy The Most Dynamic Games!

We'll Also Throw In A Copy Of Super Mario World FREE!

Call 0839 99 33 32 Now!

- WIN -
The Top 10
**SEGA MEGADRIVE
& NINTENDO N.E.S.
GAMES!**



0839 99 33 35

- WIN -
**SEGA
MEGA DRIVE**



0839 99 33 36

- WIN -
**LE MANS 24hr
SCALEXTRIC**



0839 99 33 37

Win an ATARI LYNXI
The Complete Portable
Full Colour Entertainment
System That's Driving
Everyone Crazy!



PLUS FIVE FREE GAMES!
Call 0839 99 33 38 Now!

WIN!
**Bart
Simpson!**



**0839 993
333**

THE BEST CHEATS, HINTS & TIPS!

FREE

Club Membership
For All Callers.

+ Fantastic Prizes
For Your Cheats!

Call now for the largest selection of cheats and hints in the U.K.

(Commodore/Spectrum, etc.) - 8 bit. **0898 330 901**

(Atari ST/Amiga, etc.) - 16 bit **0898 330 902**

(Sega Megadrive & Master System etc.) - Consoles **0898 330 903**

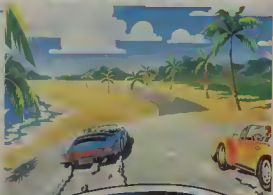
CVG BOY RACERS

Welcome to the great CVG boy racer's pull-out guide to the hottest racing games around! Over the next fabulous four pages we'll be giving you the full low-down on some of the big burn-ups coming your way soon.

So belt up and strap in for some high speed thrills and spills as CVG boy racer FRANK O'CONNOR takes a close look at some of the goodles you'll all be playing pretty darned soon.

With the red-hot Lotus II, Formula One Grand Prix and Megadrive Outrun among these fast-lane goodles, here's the hottest guide to the biggest racers around.

Take it away, Frankiel



OUT RUN HITS THE MEGADRIVE

Out Run. The game that spawned a thousand sequels (well, nearly) has finally appeared on the Sega Megadrive. Is it any good? Well it certainly looks the part, with the graphics being almost identical to the arcade version. Tunes too, are brilliantly well catered for, with all the original soundtracks and one new track.

The main problem with the game is the ease of play. Everyone who's had a go has completed it first time, even on the hardest setting. There are a couple of weird points, like the fact that some of the tracks come in the wrong order and the slightly itchy background switching. Great for younger players, but veterans should look elsewhere for driving thrills.



CVG BOYMASTERS

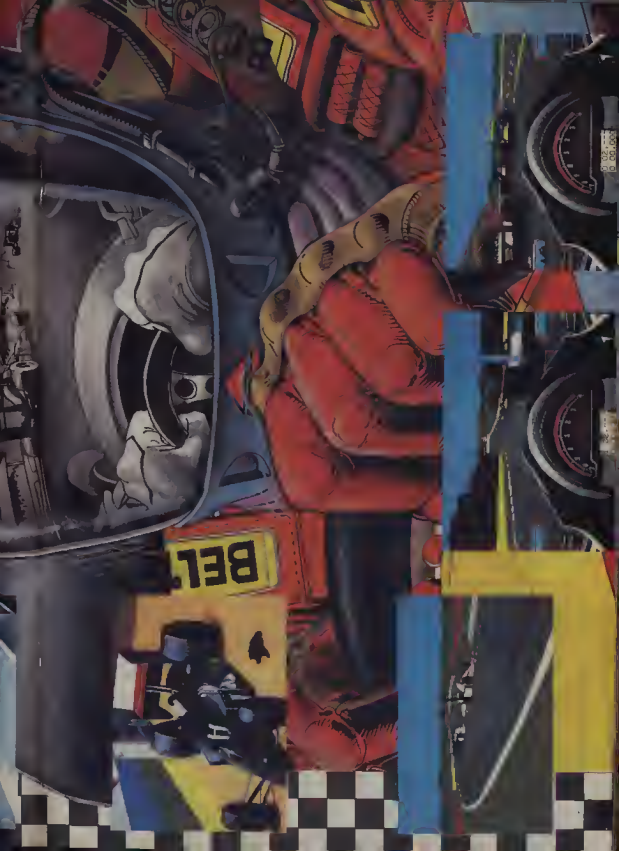
FORMULA ONE ACTION

Microprose are about to launch one of the most impressive looking racing sims ever seen on a home micro. The game, Formula One Grand Prix, is being developed by Slanti Car Racer wizard Geoff Crammond and features plenty of tracks, loads of polygons and dreamy gameplay.

We've seen a pre-production version and it looks superb. The car handles brilliantly and with seven gears including reverse, it'll take some getting used to. The most impressive aspect of the gameplay is the sheer speed at which things move. The other racers speed by, sometimes crashing with spectacular results.

Apparently all the tracks have been reproduced as faithfully as possible to their real life counterparts. These tracks include all the famous ones, like Brands Hatch, Monaco and Le Mans. The realistic movements of both the cars and the track are a joy to behold and the game features some fairly jaw-dropping graphic routines. If it shapes up well, Formula One Grand Prix could be the game to steal the crown from Indy 500. Available soon on PCs, Amiga and STs everywhere.





CING BOY RACERS

LOTUS II THRILLS 'N' SPILLS!!

YAHOO! The sequel to last year's best racing game - the incredible Lotus Turbo Esprit Challenge - is almost here! Grem-lin's smash hit scooped lots of awards last year and they're looking to repeat that success with a bigger, better, faster sequel. The game features the same split screen mode used in the first game, but with an option for single players to use the whole screen. Eight stages full of surprises and dangerously hostile weather conditions mean that Lotus 2 has a lot more to offer than its predecessor.

Most important of all is the fact that up to four players can race with a couple of linked Amiges, a feature normally found in expensive flight sims. Look out for it on an ST or Amiga near you soon. Tim and Jaz have already played an early version of Lotus II and reckon it's looking pretty darned bull. Stay tuned for more info!



MEGATRAX SPLIT SCREEN MALARKEY!

Anyone out there played Namco's sparky coin op Four Trax? It features those all-terrain four-wheeled motor bike things and a lot of mud. Well, you can now enjoy hot mud-soaked action on your Megadrive in the form of Megatrax - a slightly altered version of the arcade machine.

You can race a friend simultaneously around the tracks, keeping ramps and avoiding other racers. The split screen mode is used to good effect, but the game itself is a little dull. The quad bikes handle badly and the graphics are simplistic to say the least. Tunes and sound effects are for the most part dreadful, so have a go before you part with your hard-earned beer tokens.



BURN 'EM UP

Hot Rubber isn't as you might expect a new piece of Scandinavian "educational" software, it is in fact the fastest racing game from Palace Software. Two wheels are the order of the day here, as you scream round the tarmac on a throbbing lump of hot piston pumping power. This split screen racer will appear very shortly across most eight and 16 bit formats. It could be the mother of all racers.

THE FASTEST FLOP

Fastest 1 is another Megadrive split screen racing romp-o-lama, this time with slightly more sophisticated Formula 1 racing cars. This one to be perfectly honest looks a bit on the dreadful side. The graphics look like fairly poor Master System efforts and the car handles like it's being pushed through a vat of mushy peas.

The split screen mode offers some attraction, but in the end only serves to double the horribly sluggish gameplay. Don't invite your melee round and inflict this one on them or you might end up a sad, lonely friendless person.



THE HEAT IS ON!

Converted from the Jaleco coin-op by Imageworks, Cisco Heat is a racer in the tradition of Out Run and Chase HQ, with a choice of two cars. Both have considerable differences. The first is a big American machine very fast, but is a pig to drive. The second is a souped-up Nissan, not quite as fast, but with smart handling. The other racers do their best to get in your way, but beeping the horn causes them to move aside. There



are lots of things to avoid, including oil slicks, pedestrians, traffic jammed crossroads and the inevitable Cisco firecars. Hurrah!

The team responsible for converting this massively impressive coin-op is Ice Software, the guys who converted Out Run. Rest assured we'll bring you a full review just as soon as we can!

MAIL ORDER
HOTLINE
0532-304484
10.00-10.00 MON-SAT

GAMEZONE
WHY BUY FROM US? WE HAVE THE BEST!
TAKE A LOOK INSIDE
THE GAMEZONE...

RETAIL SHOP OPEN
9.30 TO 6.30
MON-SAT
0532-753530

**SEGA MEGADRIVE
GAMES (JPN)**

Acta Blaster	29.95
Acta Storm	29.95
Afterburner II	29.95
Arcade Pack	19.95
Burnt Kamek	29.95
Boxman Bros	29.95
Cruis'n	29.95
D.J. Boy	19.95
Demolition	29.95
Demolition 2	29.95
Demolition 3	29.95
Demolition 4	29.95
Demolition 5	29.95
Demolition 6	29.95
Demolition 7	29.95
Demolition 8	29.95
Demolition 9	29.95
Demolition 10	29.95
Demolition 11	29.95
Demolition 12	29.95
Demolition 13	29.95
Demolition 14	29.95
Demolition 15	29.95
Demolition 16	29.95
Demolition 17	29.95
Demolition 18	29.95
Demolition 19	29.95
Demolition 20	29.95
Demolition 21	29.95
Demolition 22	29.95
Demolition 23	29.95
Demolition 24	29.95
Demolition 25	29.95
Demolition 26	29.95
Demolition 27	29.95
Demolition 28	29.95
Demolition 29	29.95
Demolition 30	29.95
Demolition 31	29.95
Demolition 32	29.95
Demolition 33	29.95
Demolition 34	29.95
Demolition 35	29.95
Demolition 36	29.95
Demolition 37	29.95
Demolition 38	29.95
Demolition 39	29.95
Demolition 40	29.95
Demolition 41	29.95
Demolition 42	29.95
Demolition 43	29.95
Demolition 44	29.95
Demolition 45	29.95
Demolition 46	29.95
Demolition 47	29.95
Demolition 48	29.95
Demolition 49	29.95
Demolition 50	29.95
Demolition 51	29.95
Demolition 52	29.95
Demolition 53	29.95
Demolition 54	29.95
Demolition 55	29.95
Demolition 56	29.95
Demolition 57	29.95
Demolition 58	29.95
Demolition 59	29.95
Demolition 60	29.95
Demolition 61	29.95
Demolition 62	29.95
Demolition 63	29.95
Demolition 64	29.95
Demolition 65	29.95
Demolition 66	29.95
Demolition 67	29.95
Demolition 68	29.95
Demolition 69	29.95
Demolition 70	29.95
Demolition 71	29.95
Demolition 72	29.95
Demolition 73	29.95
Demolition 74	29.95
Demolition 75	29.95
Demolition 76	29.95
Demolition 77	29.95
Demolition 78	29.95
Demolition 79	29.95
Demolition 80	29.95
Demolition 81	29.95
Demolition 82	29.95
Demolition 83	29.95
Demolition 84	29.95
Demolition 85	29.95
Demolition 86	29.95
Demolition 87	29.95
Demolition 88	29.95
Demolition 89	29.95
Demolition 90	29.95
Demolition 91	29.95
Demolition 92	29.95
Demolition 93	29.95
Demolition 94	29.95
Demolition 95	29.95
Demolition 96	29.95
Demolition 97	29.95
Demolition 98	29.95
Demolition 99	29.95
Demolition 100	29.95

when purchased with any game
THIS MONTH'S SPECIAL
OFFER
19.95

SEGA MEGADRIVE
OPTICAL UK VERSION
WITH ALTERED BEAST
£139.99
and FREE Super Controller

**SEGA MASTERSYSTEM
GAMES (UK USA)**

Acta Blaster	29.95
Acta Storm	29.95
Afterburner II	29.95
Arcade Pack	19.95
Burnt Kamek	29.95
Boxman Bros	29.95
Cruis'n	29.95
D.J. Boy	19.95
Demolition	29.95
Demolition 2	29.95
Demolition 3	29.95
Demolition 4	29.95
Demolition 5	29.95
Demolition 6	29.95
Demolition 7	29.95
Demolition 8	29.95
Demolition 9	29.95
Demolition 10	29.95
Demolition 11	29.95
Demolition 12	29.95
Demolition 13	29.95
Demolition 14	29.95
Demolition 15	29.95
Demolition 16	29.95
Demolition 17	29.95
Demolition 18	29.95
Demolition 19	29.95
Demolition 20	29.95
Demolition 21	29.95
Demolition 22	29.95
Demolition 23	29.95
Demolition 24	29.95
Demolition 25	29.95
Demolition 26	29.95
Demolition 27	29.95
Demolition 28	29.95
Demolition 29	29.95
Demolition 30	29.95
Demolition 31	29.95
Demolition 32	29.95
Demolition 33	29.95
Demolition 34	29.95
Demolition 35	29.95
Demolition 36	29.95
Demolition 37	29.95
Demolition 38	29.95
Demolition 39	29.95
Demolition 40	29.95
Demolition 41	29.95
Demolition 42	29.95
Demolition 43	29.95
Demolition 44	29.95
Demolition 45	29.95
Demolition 46	29.95
Demolition 47	29.95
Demolition 48	29.95
Demolition 49	29.95
Demolition 50	29.95
Demolition 51	29.95
Demolition 52	29.95
Demolition 53	29.95
Demolition 54	29.95
Demolition 55	29.95
Demolition 56	29.95
Demolition 57	29.95
Demolition 58	29.95
Demolition 59	29.95
Demolition 60	29.95
Demolition 61	29.95
Demolition 62	29.95
Demolition 63	29.95
Demolition 64	29.95
Demolition 65	29.95
Demolition 66	29.95
Demolition 67	29.95
Demolition 68	29.95
Demolition 69	29.95
Demolition 70	29.95
Demolition 71	29.95
Demolition 72	29.95
Demolition 73	29.95
Demolition 74	29.95
Demolition 75	29.95
Demolition 76	29.95
Demolition 77	29.95
Demolition 78	29.95
Demolition 79	29.95
Demolition 80	29.95
Demolition 81	29.95
Demolition 82	29.95
Demolition 83	29.95
Demolition 84	29.95
Demolition 85	29.95
Demolition 86	29.95
Demolition 87	29.95
Demolition 88	29.95
Demolition 89	29.95
Demolition 90	29.95
Demolition 91	29.95
Demolition 92	29.95
Demolition 93	29.95
Demolition 94	29.95
Demolition 95	29.95
Demolition 96	29.95
Demolition 97	29.95
Demolition 98	29.95
Demolition 99	29.95
Demolition 100	29.95

when purchased with any game
THIS MONTH'S SPECIAL
OFFER
19.95

SEGA MASTERSYSTEM PLUS
PC/GAMES LIGHT
PHASE 1 CONTROL PADS
ONLY
£24.99

also available
with additional
golden and
£24.99

COMPUTER REPAIRS
Please see service department
on 0532-753530 for details of
our computer repair services.
Available for minor repairs or
major and system upgrades.
ALL WORK GUARANTEED

**SEGA GAME GEAR
GAMES (UK)**

Acta Blaster	29.95
Acta Storm	29.95
Afterburner II	29.95
Arcade Pack	19.95
Burnt Kamek	29.95
Boxman Bros	29.95
Cruis'n	29.95
D.J. Boy	19.95
Demolition	29.95
Demolition 2	29.95
Demolition 3	29.95
Demolition 4	29.95
Demolition 5	29.95
Demolition 6	29.95
Demolition 7	29.95
Demolition 8	29.95
Demolition 9	29.95
Demolition 10	29.95
Demolition 11	29.95
Demolition 12	29.95
Demolition 13	29.95
Demolition 14	29.95
Demolition 15	29.95
Demolition 16	29.95
Demolition 17	29.95
Demolition 18	29.95
Demolition 19	29.95
Demolition 20	29.95
Demolition 21	29.95
Demolition 22	29.95
Demolition 23	29.95
Demolition 24	29.95
Demolition 25	29.95
Demolition 26	29.95
Demolition 27	29.95
Demolition 28	29.95
Demolition 29	29.95
Demolition 30	29.95
Demolition 31	29.95
Demolition 32	29.95
Demolition 33	29.95
Demolition 34	29.95
Demolition 35	29.95
Demolition 36	29.95
Demolition 37	29.95
Demolition 38	29.95
Demolition 39	29.95
Demolition 40	29.95
Demolition 41	29.95
Demolition 42	29.95
Demolition 43	29.95
Demolition 44	29.95
Demolition 45	29.95
Demolition 46	29.95
Demolition 47	29.95
Demolition 48	29.95
Demolition 49	29.95
Demolition 50	29.95
Demolition 51	29.95
Demolition 52	29.95
Demolition 53	29.95
Demolition 54	29.95
Demolition 55	29.95
Demolition 56	29.95
Demolition 57	29.95
Demolition 58	29.95
Demolition 59	29.95
Demolition 60	29.95
Demolition 61	29.95
Demolition 62	29.95
Demolition 63	29.95
Demolition 64	29.95
Demolition 65	29.95
Demolition 66	29.95
Demolition 67	29.95
Demolition 68	29.95
Demolition 69	29.95
Demolition 70	29.95
Demolition 71	29.95
Demolition 72	29.95
Demolition 73	29.95
Demolition 74	29.95
Demolition 75	29.95
Demolition 76	29.95
Demolition 77	29.95
Demolition 78	29.95
Demolition 79	29.95
Demolition 80	29.95
Demolition 81	29.95
Demolition 82	29.95
Demolition 83	29.95
Demolition 84	29.95
Demolition 85	29.95
Demolition 86	29.95
Demolition 87	29.95
Demolition 88	29.95
Demolition 89	29.95
Demolition 90	29.95
Demolition 91	29.95
Demolition 92	29.95
Demolition 93	29.95
Demolition 94	29.95
Demolition 95	29.95
Demolition 96	29.95
Demolition 97	29.95
Demolition 98	29.95
Demolition 99	29.95
Demolition 100	29.95

when purchased with any game
THIS MONTH'S SPECIAL
OFFER
19.95

SEGA GAME GEAR PLUS
PC/GAMES LIGHT
PHASE 1 CONTROL PADS
ONLY
£24.99

also available
with additional
golden and
£24.99

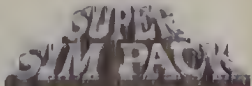
COMPUTER REPAIRS
Please see service department
on 0532-753530 for details of
our computer repair services.
Available for minor repairs or
major and system upgrades.
ALL WORK GUARANTEED

Please send cheque/P.O. with order made payable to "GAMEZONE"
Please add post and packing per order Game 21 Contains 15
Credit card holders can telephone our Hotline on 0532 304484
GAMEZONE, 26 PT CVG, 18A-12 COMMERCIAL ROAD, KIRKSTALL, L13 2LE L13 2LE



HE'S WAITING

**4 FANTASTIC SIMULATIONS
IN ONE GREAT PACK**



COMBINING THE VERY BEST IN

TENNIS

DRIVING

SOCCER

AIRBORNE ACTION

AND AIRBORNE ACTION

ITALY '90

SUPER SIM PACK

U.S. GOLD!



This compilation © 1991 U.S. Gold Ltd. All rights reserved
U.S. Gold Ltd. c/o 2/5 Holford Way, Holford, Birmingham B6 7AX, Tel: 021-425 3366
Screens shown are only intended as a guide to the game play, and not the screen graphics which may
be available between different versions in quality and appearance and are subject to the computer's performance.

CHEAT MODE

The silly season is almost over and things are beginning to look good again. There's a veritable cartload of new games about to be released, all asking for you lot to come up with the best hints, tips, cheats and pokes for 'em. Hopefully, the silly season for tip-ripping is on the way out, too - and if you don't know what I mean, tip-ripping is the ancient art of lifting cheats from other mags and trying to pass them off as your own. Only your own work will be accepted, so if you want to win an amazing £100 worth of software for your machine, you know what to do. If you wanna be in with a shout for the goodies next issue, fire those hints off to **CHEAT MODE**, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.

Gary Butler from Sheffield is not only a bit of a whizz when it comes to playing GG Shinobi on his Game Gear, but he can also work wonders with a couple of sheets of lavvy paper and some crayons, as his map proves. Take it away, Gaz!

ALL FORMATS

ZOMBI

This Romero-inspired epic has been the bane of many gamers' lives. But now, thanks to the brainpower of one Richard Roberts, you too can beat the stiffs at their own game. Take it away, Rich!

Go to level two and pick up the keys from the office. Take the lift to level four and use the keys to enter the control room. Drop the keys and take the three truck keys. Descend to level one and move the trucks in front of the entrances, thereby stopping zombies from entering the mall. Once all three trucks are blocking the entrances, leave the currently controlled character in the truck which was moved last, as he cannot be killed whilst inside the vehicle.

Next thing to do is clear the building of any remaining zombies. Get a gun from the shop on level two and shoot the undead in the head. After a zombie is destroyed, place its body in the lift to speed up later storage of the corpses. Once all zombies on all levels are dead once more, they must be deposited in the freezobox situated in the basement. Firstly, the lights need to be switched on. Collect the torch from level two which allows the character to see in the dark. Then go and get the gloves and fuse from level three and make your way to the basement area which houses the fusebox. Send a second character to the same location and give the gloves and fuse to him. Make him use the gloves and then grab the item with the cursor. Move it to the fusebox and click again.

Next, grab the fuse and click on the fusebox once more. The fuse should disappear from the inventory, at which time go to level four in the lift and press the right side of the control console; doing this will activate two lights, which in turn switch on the lights in the basement and in the building after 10.30pm. Then simply shunt all the bodies down to the basement and put them in the freezobox to stop disease spreading.

Once all the bodies are safely stacked away, a horde of heavies attempt to storm the mall. Intent on nicking the chopper. They arrive in a van and push out of the way the truck in which you left the character at the start. Send him straight to the lift as it is safe in there. Select another character and get the empty fuel can from level three and the hosepipe from level one. Go outside to the van and open that petrol cap. Put the can on the floor and use the hosepipe - the message "Full Tin" appears.

Pick up the can and place all the characters inside the helicopter, except the one with the fuel. He must open the fuel cap on the chopper, place the can on the floor and use the hose. The message "Full Tank" is displayed. Get into the chopper and use the key with which Alexandre begins the game in the ignition, positioned just above the joystick. When the rotor blades start to rotate, click on the joystick, then sit back and hope you have enough fuel to get well away from here!

HEROQUEST

Fear not, brave warrior, should you be experiencing a spot of bother in Gramlin's fantastic conversion of the smash boardgame. Young J McNally of the 4th Signals Group, BFPO 140, has come up with a few tantalising tips for the first four levels, just for you.

LEVEL ONE: THE MAZE

The maze is fairly straightforward and should pose little problem, especially if all four characters work together. Search every room for gold and build up your wealth and supplies as much as



possible. Remember that once the Wizard has enough money to purchase the staff (100 gold pieces) any further income he receives is wasted, so don't use him to search for treasure too often.

LEVEL TWO: RESCUE SIR RAGNAR

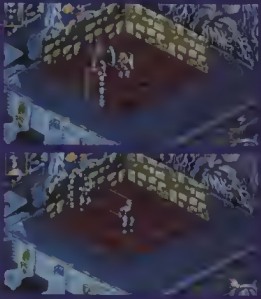
As all the characters begin in the same room, keeping them together while exploring should be simple. Always try to outnumber the monsters - attack in numbers and overwhelm them before they have an opportunity to retaliate. Search for gold as often as possible, but be warned - the southern-most chest is trapped and contains nothing of value.

LEVEL THREE: THE LAIR OF THE ORC WARLORD

By now you should have enough money for some weapons and possibly armour. Remember to search each room as you go and remember that the wizard is unable to use any money he discovers. The Warlord is the toughest cookie so far - you will be best off attacking as a group. Anyone who approaches the weapon rack will discover a spear.

LEVEL FOUR: PRINCE MAGNUS' GOLD

To return all the treasure chests to the exit will take three characters, each carrying one chest. If a pit trap is activated accidentally, use the Dwarf's abilities to repair it before proceeding. If you keep the treasure your characters will be unable to become champions but you do receive an extra 50 gold coins.



AMIGA



CHOOSE YOUR PLAYER

VIZ

Contending this is supposed to be an adult comic, a lot of kids seem to know what it's all about. Pity that the game based upon the luffalot mag is a pile of s***. Still, Thursin De Win reckons that if you type in WHAT A LARGE SET OF B**L*CKS (you can probably guess what the asterisks are really meant to be) on the character select screen and press the number of the level you wish to tackle (one to five), the cheat mode is activated and, upon selecting a racer, he'll be instantly whisked off to the desired stage.

BACK TO THE FUTURE III

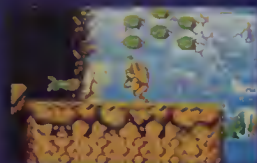
The best of the trilogy in gaming terms and at last here! are some cheat codes to go with it, courtesy of Brighton's own Thursin De Win.

Enter the following on the story screen before each level to receive infinite lives:

LEVEL ONE: ROTTEN CHEAT

LEVEL TWO: LOUSY CHEAT

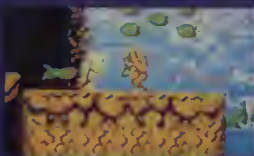
LEVEL THREE: LOW DOWN CHEAT



LOTUS ESPRIT TURBO CHALLENGE

Cor blimey! This Thursin De Win feller is ploughing through the cheats, innce? This time round it's for Granlin's top racing blast, so without any further ado, heeere we go!

Select a two-player game, enter player one as **TH A BIG COUNTRY** and player two as **FIELDS OF FIRE**. Now you can qualify, even if you don't move!



TOKI

Tips for this seem to be flooding in; here's one from Ian Ulliot, who hails from Hull (Floods? Hail? Sounds like a weather report). Whilst playing, type in **TOKIBUNGIEWASHER** to make the screen flash (if it doesn't, type it again). You will now be able to skip levels by using the F-keys.



BACK TO THE FUTURE II

Quick Marty! We don't have much time to use these tips, sent in by Thomas Flynn of Co. Cork, Ireland, before we decide we'd like more money and make another film!

Pause the game and type the following on each level for the indicated effect.

- LEVEL ONE: **MARTY MCFLY** - infinite lives
- LEVEL TWO: **MOM, IS THAT YOU** - skip level
- LEVEL THREE: **TOM LOVES THERESA** - infinite lives
- LEVEL FOUR: **OUTATIME** - skip level
- LEVEL FIVE: **BACK TO THE FUTURE 3** - infinite lives



SEGA MEGA DRIVE

MONTY PYTHON'S FLYING CIRCUS

"S'buse ma miss?" "Waddya mean, miss?" "Oh, sorry, I have a cold. Anyway, this 'ere chest what I bought not 'at an hour ago from this very boutique is dead, Demised. It has climbed up the curtain and gone to meet the choir invisible." "No it hasn't, here it is!" "Oh yes, Sorry."

On the high-score table, enter your name as **ANNE CHARLESTON** (including the full stop) to receive infinite lives. Thanks very much to Chris Williams from Liverpool



SEGA

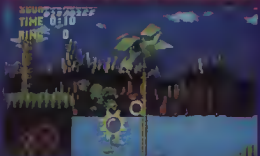
CAPTAIN SILVER

Ahoy there, me heartiest Captain Silver lurches into Cheat Mode this month, perched on the shoulder of cabin boy James Lawrence of Birmingham.

When the Game Over message appears, push **UP** and press **BUTTON 1** to receive a free continue. Should you actually want one, that is. Har har, Jim lad.



MEGADRIPE



SONIC THE HEDGEHOG

He's the fastest, spikiest dude ever to hit the 16 bit Sega - just that bit nippier than Biggleswade's own Robert Pogmore, who's literally whisked to us these tips on how to defeat Robotnik on each level!

OREN HILL ZONE

As Sonic runs past the lampost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotnik to appear. As he comes toward Sonic, it's possible to jump up and butt him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.

MARBLE ZONE

There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait

for him to return to the right and then bash him again and jump over to the left ledge as the final fire spark falls off the mound and into the lava. He then releases another firebomb on the right ledge before flying over to the left, at which point bang him again. Continue to do this to despatch him easily.

SPRING YARD ZONE

As he crosses the moving steps, Sonic will encounter Dr Robotnik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen; the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.

LABYRINTH ZONE

Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down. Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.

STARLIGHT ZONE

As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

THE FINAL ZONE

Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to fry the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his eternal pals!



NINTENDO

METAL GEAR

Jason Jones of Peterborough knows a cheat that'll give you a bit more gear than usual. And not all of it is made of metal, either. To start the game over three-quarters of the way through, with full weapons, full equipment and nine rations, simply type in the following code:

J...W ****P1X379 96**2.2*M

Now all that needs to be done is find Dr Petrovich's daughter in building four. By the way, don't do anything your boss tells you as he's actually a bad guy.



SUPER FAMICOM

GRADIUS III

If you're a lazy sonuvagun who can't be bothered to choose your own weaponry, why not let the Famicom do it for you! According to one Liam Hayes of London N4, picking Edit on the Weapon Select screen and entering XYXYXY causes the cursor to spin off and make the selection for you.



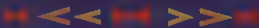
BIG RUN

Liam Hayes is back! And this time he wants us to say hi to his mum, as she's just bought him a Gameboy (ahhh). Anyway, he's got a tip or two for Big Run. Pressing START on the title screen accesses a hidden options screen.

For the sound test, insert both controllers and do the following on joypad two:

Press B four times, X four times, Y four times, A four times, B four times, S four times, X four times, Y four times, A four times, then press LEFT and RIGHT to go back and forward through the tunes.

AMSTRAD



LYNX



WITH
5
EXCLUSIVE
JAPANESE IMPORT
GAMES

**WIN
BATTLES
WARS AND
COMPETITIONS
WIN
A SEGA**



**Press the buttons on your phone
to press the buttons on a sega.**

By dialing the number enter the mega competition, role play on the phone to win the Mega Drive with 5 EXCLUSIVE JAPANESE IMPORT GAMES

The Sega Game Gear with Shinobi is also up for grabs for the second prize winner. With the trained arts of Ninjutsu, can you defeat the powerful force in Neo City?

**DIAL NOW
0898 333411**

If you don't pay the bill ask the person who does before you dial.
Petticoat Ltd P.O. Box 1561 London NW1 6JF. Calls cost 80p per minute (plus 40p per minute at all other times)

OFFTRON LTD
P.O. BOX 184, HOUNSLOW, TW4 7SH
TEL & FAX: 081 577 5521

NINTENDO ACTION SET	102.10	SEGA MASTER SYSTEM	50.99
CONTROL DECK SET	81.72	SEGA MASTER SYS PLUS	79.99
MUTANT MACHINE	81.94	SEGA DRIVE	148.99
DOUBLE PLAY REMOTE	40.85	CONTROL PAD	8.99
FOUR SCORE	30.63	CONTROL STICK	14.99
MAX	28.53	WAINS ADAPTER	7.99
ZAPPER	30.63	LIGHT PHASER	26.99
DAYS OF THUNDER	40.85	LIGHT PHASER CARTRIDGE	44.99
BATMAN	40.85	RAPID FIRE UNIT	9.99
SEGA GAME YEAR	99.99	NINJA	9.99
COLUMNS	19.99	MESQUE MISSION	9.99
PSYCHIC WORD	19.99	TEDDY BOY	9.99
SUPER MONADO GP	19.99	TRANSPORT	9.99
WONDER BOY	19.99	ACTION FIGHTER	12.99
DRAGON CRYSTAL	24.99	ATTEC ADVENTURE	12.99
MICKEY MOUSE	24.99	FANTASY ZONE	12.99
SHINOBI	24.99	GLOBAL DEFENCE	12.99
CARRY CASE	9.99	SECRET COMMANDO	12.99
GAMEBOY + GAME	69.99	BANK PANIC	17.99
BATTERY PACK ADAPTOR	24.99	GHOST HOUSE	17.99
MAGNIFIER	9.99	BLACK BELT	24.99
CARRY CASE	9.99	CHOP LIFTER	24.99
AMAZING SPIDERMAN	19.99	COLUMBUS	24.99
BALLOON KID	19.99	FANTASY ZONE II	24.99
ALLEYWAY	19.99	GANGSTER TOWN	24.99
KING OF ZOO	19.99	GREAT FOOTBALL	24.99
KWIRK	19.99	KUNG FU KID	24.99
REVENGE OF GATOR	19.99	WORLD SOCCER	24.99
WIZARDS & WARRIORS	19.99	MICKEY MOUSE	29.99
		OPERATION WOLF	29.99
		RAMBO II	29.99
		THUNDERBLADE	29.99
		SHINOBI	29.99
		GOOSEN AXE	29.99
		SUCOKAN	29.99
		POPULOUS	39.99
		STRIDER	44.99
		GHOULS N GHOSTS	44.99
		SWORD OF VERMILION	48.99
		FANTASY STAR II	89.99

WE ALSO SUPPLY COMMODORE 64C, ATARI LYNX, ST, AMIGA 500, ETC AND ITS GAMES AND ACCESSORIES, PLEASE SEND SAE FOR PRICE LIST. TO ORDER SEND CHEQUE OR ACCESS, VISA DETAILS.
P&P CONSOLES £5, GAMES £1

The Entertainer

FOR THE BIGGEST UK RANGE OF
**SEGA, NINTENDO,
GAMEGEAR, GAMEBOY**
SOFTWARE IN BUCKS AND BERKS
VISIT OUR STORES NOW.
63 HILL AVENUE, AMERSHAM
14 THE BROADWAY, BEACONSFIELD
121 QUEENSMERE, SLOUGH

MAIL ORDER SERVICE
0494 - 724799



**IF AN
ADVERT IS WRONG,
WHO PUTS IT RIGHT?**

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice. So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to:
Advertising Standards Authority
Department A, Brook House
Torrington Place, London WC1E 7HN



This space is devoted to the interests of high standards in advertising.

DIAL-A-TIP CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898-10-1234

From Ireland Dial

03000 21244

Updated weekly,
Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.

INFERNO

Interactive Phone Games

£100 PRIZE

NOW ON LINE

0898-442777

Send to: PO Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright

Please ask permission of the person who pays the bill. Calls charged at 33p per min. Cheap Rate: 44p per min at all other times.

HARTSCROFT

TEL: 081 656 6006

65, SPRING PARK ROAD SHIRLEY, CROYDON CRO SE1
(JUST OFF THE WICKHAM ROAD)



OPENING HOURS
MONDAY - FRIDAY 10AM - 5.30PM
SATURDAYS 9AM - 6.30PM



Nintendo

SEGA
MEGA DRIVE

SEGA
MASTER SYSTEM

GAME
GEAR
Handheld

NINTENDO
GAMEBOY
A LYNX



SECOND HAND GAMES AND MACHINES
AVAILABLE.
PLEASE RING FOR RELEASES AND PRICE LIST.
MAIL ORDER
PLEASE MAKE CHEQUES AND PO'S TO
"HARTSCROFT"
P+P GAMES £1 P+P MACHINES £3.50
FAST DELIVERY.



INTERNATIONAL COMPUTER ENTERTAINMENT
THE COOLEST NAME IN COMPUTER RETAILING

EXCHANGE YOUR OLD CART AT THE U.K.'S No 1 CONSOLE SHOP
THE ICE EXCHANGE SERVICE

CHOOSE FROM OUR RANGE OF OVER 500 USED
MEGADRIIVE AND MASTER SYSTEM GAMES
THE No 1 EXCHANGE SERVICE IN THE U.K.

MASTER SYSTEM CARTRIDGE EXCHANGES FROM £2
MEGADRIIVE CARTRIDGE EXCHANGES FROM £3
SUPER FAMICOM CARTRIDGE EXCHANGES FROM £5
NEO-GEO CARTRIDGE EXCHANGES FROM £10

WE URGENTLY REQUIRE YOUR USED CARTRIDGES AND CONSOLES. PHONE FOR THE BEST PRICES.

EXCHANGE YOUR OLD CAR AT THE U.K.'S No.1 CONSOLE SHOP

OFFICIAL U.K. SEGA MEGADRIVE WITH FREE GAME £128.90
(JAP. GAME ADAPTOR £8.50 IF PURCHASED WITH MACHINE)

NEO-GEO
THE ULTIMATE IN HOME ARCADE SYSTEMS
NEO-GEO CONSOLE \$299

NEW RELEASES

NEW RELEASES		OLDER TITLES	
BURNING FIGHT	E105	NAM '75	E75
ALPHA MISSION II	E105	NINJA COMBAT	E85
SENGO KOU	E105	RIDING HERO	E75
GHOST PILOT	E105	TOP PLAYERS GOLF	E75
KING OF THE MONSTER	E105	BASEBALL STARS	E75
CROSSED SWORDS	CALL		

MEGADRIVE, FAMICOM AND LYNX. RING FOR LATEST PRICES
ALL GOODS DESPATCHED SAME DAY RECORDED DELIVERY

MAKE CHECKS OR POSTAL ORDERS PAYABLE

NATIONAL COMPUTER ENTERTAINMENT
1 DINCASTER ROAD, GOLDTHORP
ROTHERHAM, SOUTH YORKSHIRE

0709 851873

SHOP 2 OPENING SOON

GAME MUSIC CD'S

Over 100 CD's available direct from Japan
.....ONLY THROUGH US!

CONSOLES: PC ENGINE, SUPER FAMICOM, MEGADRIVE,
GAMEBOY, GAMEGEAR
Software and Hardware available

MAGAZINES: 15 different Japanese Games magazines in stock.

Contact us for our full list of all the above products

68-68 BREWER STREET

JAPANCENTR
LONDON

☎ 071 - 439 1559

Shop open 7 days a week

**SMUTTY
JOKE**
0002 000 20

NAUGHTY JOKES
0800 800 25

FAT FRED'S
NUDE JOKES
0898 800 202

**BAD
TASTE**

**NAUGHTY
JOKE LINE**
70898 800 242



—THE
NIGHT
JOKE LINE
FOR READERS
SMALL
CITY 800



0898 800 210

**HORROR
LINE**
0898 800 208

Your ideal
LOVE
PARTNER
0898 800 23

These calls are more expensive than ordinary home calls. Please ask your parent or teacher for more information.

C.E.S.

(DEPT C&VG)
153 WHITEHART LANE
BARNES
LONDON. SW13 0PJ
TEL: 081 876 5501 FAX: 081 876 5501

CONSOLES CONSOLES CONSOLES CONSOLES CONSOLES CONSOLES

Megadrive + Game	129.99 (+ ££ P&P)
Super Famicom (Scart) + 2 games	399.99 (+ ££ P&P)
Sega game Gear (U S A) + game	110.00 (+ ££ P&P)
Sega Game Gear (Jap)	89.99
★The New Atari Lynx	29.99*
Gameboy Deluxe	

CONSOLES CONSOLES CONSOLES CONSOLES CONSOLES CONSOLES

☆☆GAMES☆☆GAMES☆☆GAMES☆☆GAMES☆☆GAMES☆☆GAMES☆☆GAMES☆☆GAMES☆☆

	MEGA DRIVE		SUPER FAMICOM		GAMEBOY		GAMEGEAR	
	JP	UK/USA						
Ice Hockey		39.00	Memo World	45.00	Burger Time	24.99	Shinobi	24.00
Alien Storm	32.00		Final Fight		WWF Super Stars	24.99	Mickey Mouse	26.00
Advanced	35.00		Sim City	42.00	World Cup	18.99	Wonderboy	25.00
Blockout		35.00	YS III		Duck Tales	24.99	Monaco G.P.	22.00
Fairy Tale		35.00	F Zero	42.00	Bubble Bobble	24.99	Hearts of Iron	22.00
Fastest One	35.00		Actraiser		R-Type	24.99	Dragon Crystal	28.00
Manvel Land	35.00		Pilot Wings	45.00	Michys Dangerous Chase	24.99	Mappy	22.00
Star Control		40.00	Gradle III	40.00	Ninja Turtles	24.99	Fantasy Zone	24.00
Warrior		25.00	Ultaman	40.00	Double Dragon	24.99	Harley Wars	24.00
Streetsmart	35.00		Battle Dodgeball	40.00	Hunt for Red October	24.99	Psychic World	25.00
Outrun	38.00		Super R-Type	48.00	RoboCop	24.99		
Sonic	32.00		UN Squadron (Area 88)	48.00	Scuds Adventure	34.99	G.G. Bag	12.99
Pickie	28.00		Jerry Boy	36.00	Pipe Dream	22.99	G.G. Lead	14.99
Heavy unit	24.00		Niper Zone	36.00	Satan's Blade	19.99	Gameboy Amplifier	12.99
Elemental Master	24.00		Super Tennis		Mercenary Force	19.99	Megadrive Joypad	14.99
Dinoland	35.00				Final Fantasy Legend	28.00	Gameboy Carry Case	14.00
Soldanier		36.00			Kuon Fu Master	29.00	Arcade Power Stick	39.00
Night & Magic		36.00						
Jewel Master	35.00							
Light Gun '91	35.00							

WHOLESALE/EXPORT WELCOME

All above subject to availability.
Please add £1 P&P for games, £2 for Accessories

077

HIGH SCORES

The summer slump of chronic scores is almost over and Christmas is looming on the horizon. All you lot have obviously returned from whichever foul places you choose to hide during your hols, since the scores have stormed into the office for this issue. That's not to say you've been frantically toping the game - but from one or two hot new releases, most of the tables are made up of older titles. That's all set to change, I'm sure, the colder it gets and the hotter you wimps become!

AMIGA

Top scores-a-plenty in the Amiga table, with a fine PGA Tour score topping the chart. In fact, it's elm city in the Amiga chart this issue, what with EA's fab golf title, Kick Off 2 and Their Finest Hour. Whatever happened to the shoot 'em ups, eh?

PGA TOUR GOLF	62 (SAWGRASS)
Daniel Alery, Watford	
TDKI	56,159
Robert Scruby, Ipswich	
CAPTAIN PLANET	279,850
Michael Davies, Herefordwest, Dyfed	
FULL CONTACT	277,528
David Cockram, Nr Stockport, Cheshire	
KICK OFF 2	78-2 (NOLLAND VS ITALY)
Ian Pollard, Eastbourne	
THEIR FINEST HOUR	1146
Tom Rihiranta, Espoo, Finland	
PREHISTORIK	125,829
David Kilson, Scarborough	

ST

Crumbly time for the ST, but you aching ST owners have at least come up with some decent scores. For next issue, how about some efforts on Jimmy White's Whirlwind Snooker - against the man himself? I wait with bated breath...

CARTOON CAPERS	73,000
Kevin White, Mansfield, Notts	
KICK OFF	WDN LEAGUE - 42PTS
P S Sakhon, Eastleigh, Hants	
RVF NONDA	45
P S Sakhon, Eastleigh, Hants	
LOTUS ESPRIT TURBO CHALLENGE	280 (HARD)
Benjamin Colas, Fleot, Hants	
GWTV	1,640,860
Daniel George, Nr Newark, Glos	
KILLING GAME SNOW	83,800
Jason Amunwa, Catford SEA	

C64

Games old and new feature in the C64 chart this issue, the newest being Ocean Navy Seals and the oldest the very, very, VERY old Bruce Lee. The rest of the chart is made up of the regular faves which seem to crop up month after month - but I think that's what you're playing, that's what it'll be in the scores table!

RAINBOW ISLANDS	642,500
Tim Parker, Norwich, Norfolk	
NAVY SEALS	181,165
Steven Moug, Ayr, Scotland	
MIDNIGHT RESISTANCE	32,965
Shawn Laughton, Sheffield	
TURRICAN 2	13,718,860
Phillip Roberts, Colchester	
RICK DANGEROUS 2	31,350
Peter Baker, Solihull, W Mids	
BRUCE LEE	80,550
Lee Tembling, Cornwall	



SPECTRUM

It's brain-drain time for Spectrum gamers, with Pipeman's Klax and Tetris all featuring in this month's chart. What a bunch of smarty pants you puzzling creepoe ere!

PIPEMANIA	226,900
Wayna Descon, Chelsea SW10	
TETRIS	117 LINES
Gareth Jenkins, Nr Bridgend, Wales	
SUPER OFF-ROAD RACER	\$921,000
Mark Baker, Southampton, Hampshire	
ST ORAGDN	513,337
Daniel Craser, Barton, Northants	
KLAX	4,229,315
Wayne Oencon, Chelsea SW10	

AMSTRAD

As always, the Amstrad scores table stumbles along in the same crumbly old way. So old, in fact, that 1984 horror Friday 13th is bringing up the rear. Quick tip: toddle off to the software shop, buy some games and GET SOME NIGN SCORES!

GAUNTLET	1,284,660
Jonathan Emmett, Grinstead, W Sussex	
GAUNTLET II	837,498
Jonathan Emmett, Grinstead, W Sussex	
TREASURE ISLAND DIZZY	28 COINS
Gary Thomson, Midlothian, Scotland	
FRIDAY 13TH	131,300
Anthony Liff, Streatham SW16	
GHOULS AND GHOSTS	65,900
Jemie Wright, Argyll, Scotland	

SEGA

Still a bit sparse, these entries for the Master System scores table, but at least there are some new games amongst the efforts. Gauntlet makes its debut, and Mickey Mouse pops up again alongside the usual crop 'n classical

GAUNTLET	
SCORE = 301,650	
Steven Jackson, Aldershot, Hants	
MICKEY MOUSE	418,879
Robert Watt, Oumfries, Scotland	

WORLD SCORER
 Andrew Smith, Enfield, Middx
AFTERBURNER 1,847,450
 Ian Robins, Yavil, Somers
SUPER MONACO GP
 Paul Beckett, Farnham, Surrey

CNASE HO 3,048,818
 Mark Wilson, Middlesbrough, Cleveland
BURAI FIGHTER DELUXE 3,965,100
 J Evans, Meopham, Kent

GRAND PRIX 18

MEGADRIVE

Well, what can I say? Megadrive owners do themselves proud this month, with entries for Zero Wing, Sonic and Lektors Vs Celts to name just three of the class titles on show in the 16-bit Sega chart. Keep it up, eh?

ALIEN STORM 100 (SUPREME MASTER)
 Neil Colman, Namet Nampstead
SONIC THE HEDGEHOG 480,200
 Ian Brett, Worthing, W Sussex
WRESTLE WAR COMPLETE 1 CREDIT
 Peter Lock, Burgess Hill, W Sussex
ZERO WING 2,320,200
 Ian Brett, Worthing, W Sussex
JAMES POND 24,914,900
 Rita Guinness, Newcastle-under-Lyme, Staffs
WORLD CUP '90 33-0 (ARGENTINA VS JAPAN)
 Boyd Amor Collins, Rutallip, Middx
LAKERS VS CELTICS SEMI FINAL FIRST GAME
 Verloy Patrick, Antwerp, Belgium
MYSTIC DEFENDER COMPLETE 2 LIVES USED
 Peter Lock, Burgess Hill, W Sussex

NINTENDO

Loads of scores for loads of games on the NES, even though most of them are a bit crinkly around the edges. Still, Super Mario Bros 3 should be with us soon, and there's bound to be a deluge of entries for that!

SUPER MARIO BROS II COMPLETED
 Thomas Manley, Wolverhampton, W Mids
PROBOTECTOR 667,550
 Guest Bold, Stourbridge, W Mids
BIONIC COMMANDO COMPLETED
 Andrew Gray, Fife, Scotland
GAUNTLET II 99,990 LEVEL 123
 David Hydar, Chingford Ed
WORLD CUP 44-0 (GERMANY VS CAMEROON)
 David Breddas, Nove, E Sussex
GOONIES 2 5 GOONIES RESCUED
 Rob Brown, Chesham, Surrey
TMNT 1,593,700
 David Bedford, Sydney, Australia

GAME BOY

The Gameboy chart is strangely bare this month, with only a smattering of titles showing up. Is it a blip, or has the Gameboy bubble burst? The latter I cannot believe, so get back to scoring, all you mini-masters!
KING OF THE ZOO 1,666,000
 Alex Street, Bristol, Avon

PC ENGINE

A very lean time for the Engine, which is a great shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on Engineers, plug in a cart and make a start at some high-scoring hi-jinks, eh?

PC KID 2 205,400
 Tim Larner, Epauon, Surrey
NEAVY UNIT 272,400
 Karl Pratt, E Boldon, Tyne & Wear
W-RING 2,011,970
 Karl Pratt, E Boldon, Tyne & Wear
IMAGE FIGHT 278,900
 Karl Pratt, E Boldon, Tyne & Wear

SUPER FAMICOM

Super R-Type blasts its way to the top of the Famicom table, leaving a trail of other great scores in its wake. The good news is that there's a ton of new Famicom titles on the way, so you can look forward to a wealth of new names and new claims to fame soon!

SUPER R-TYPE 554,600
 Matthew Edwards, Meopham, Kent
FINAL FIGHT 1,364,850 1 CREDIT
 Sam Rikins, Norwesh, Nants
ACTRAISER 20,050
 Daams Aikstil, Leeds, W Yorks
ULTRAMAN 375,200
 Alexander Li, London SW12
BIG RUN COMPLETED - 30 SECS REMAINING
 Bjorn Trachmann, London N6
DARIUS TWIN 4,650,800
 Narmet Jandu, Glasgow

ARCADES

All kinds of coin-ops feature this ish, from the big names such as Pitfighter and Final Fight to lesser-known ones like Dragon Sabre and Outzone. It's how well you perform, not what you play, that we're interested in for the coin-op chart!

PIT FIGHTER 3,002,000
 Leigh Jackson, Baverley, N Numberbide
DRAGON SABRE 200,250
 Leigh Jackson, Baverley, N Numberside
FINAL FIGHT 4,253,179 (COMPLETE)
 Simon Buckett, Nyde, Isle of White
GOLDEN TEE GOLF -18 SYLVAN LAKES COURSE
 Kieran Hynes, Co Offaly, N Ireland
OUTZONE COMPLETE 2 TIMES 1 CREDIT
 Allen Y L Lau, London SE16

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you waankings. Fill out the form below and send it to SCORE WITH SADIO at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Table, and outstanding scorers may be called on to go up against the drooling CVG rawlars and a software house champion, with an expansive place of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME SCORE
 GAME SCORE
 GAME SCORE

NAME:
 ADDRESS:

TELEPHONE NUMBER:
 MY MACHINE IS:

FAMICOM

Famicom + 2 Joypads	299.00
+ 2 Free Games	40.00
Actraider	44.00
Area 88	48.00
Augusta GOLF	45.00
Battle Dodgeball	Call
Darius Twin	45.00
F-Zero	40.00
Final Fight	45.00
Pilot Wings	45.00
Super Mario World	40.00
Sim City	48.00
Hole In One Golf	38.00
Geremon Warrior	Call
R-Type II	39.00
Super Ghouls & Ghosts	Call

LYNX

Lynx Console	85.00
GAMES FROM £21.95	
A P B	Call
Blockout	24.95
Navy Golden	29.95

CALL FOR ACCESSORIES & GAMES.

AMIGA

AMIGA 500 1 MEO
CARTOON CLASSICS
PLUS 5 PIECES OF PUBLIC
DOMAIN SOFTWARE, 5
BLANK DISKS, DISK BOX,
MOUSE MAT, DUST COVER
£369.95

PHILIPS MKII 8833

£249

ROCTEC EXT. DRIVE

£59

DISKS AND BOXES

QTY		
10	3.5 D500	3.99
50	3.5 D500	17.50
100	3.5 D500	35.00
10	CAPS BOX	9.95
40	CAPS BOX	3.80
80	CAPS BOX	4.25
120	CAPS BOX	8.80

ZYDEC ZY-FI AMP

£39

AMPLIFIED STEREO

SPEAKER SYSTEM

Postage costs: £1 per order, plus £5 on hardware.

Payments accepted for 24 hr. dispatch.

Postal: Order, Visa, Access, Mastercard, Eurocard

cheques goods dispatched subject to clearance.

Please enquire on part exchange games for all consoles.

KC'S COMPUTERS & CONSOLE MAGIC

3 HIGH STREET, LOUGHBOROUGH

LEICS, LE11 1PY

TEL (0509) 211799 FAX (0509) 881600

Open 9.30am to 6.00pm. Every day except Sunday

PC ENOINE

PC GT Hand Held and Free

Game £285.00

Dead Moon 23.00

Combat Police II 25.00

Legend Hero Toms 34.00

Violent Soldier 24.00

Jackie Chan 29.00

Moto Reader II. Call

Hell Explorer 24.00

Call for all part exchange
and used cartridges on
consoles.

Many more items for other
consoles and computers
in stock.

Please phone for more
details and ask for Adam
or Peter, or call in to the
shop

SEGA GAMEGEAR

JPN Gamegear + PSU	94.95
UK Gamegear	99.95
and 3 games	149.95
2 Psy Link Lead	19.95
Devilish	19.00
Eternal Legend	Call
G Loc	19.00
Hells Goliath	24.00
Mickey Mouse	24.00
Magical Guy	Call
Cultun	24.00
Pop Breaker	24.00
Phantasy Zone Gear	Call
Put and Puller	Call
Shinobi	24.00
Squash	Call
Super Golf	24.00
Super Monaco GP	24.00
Wall of Berlin	Call
Wonderboy	22.00
Woody Pop	24.00

CALL FOR NEW RELEASES

MEGADRIVE

JPN Megadrive	99.95
UK Megadrive	129.95
Arcade Power Stick	29.95
JPN game Adaptor	9.95
Alan Stern	133.00
Aero Blasters	138.00
Bare Knuckle	138.00
Boltman	129.00
Block Out	38.00
Buster Douglas Boxing	38.00
Centurion	33.00
DJ Boy	119.00
Ohio Land	Call
Devil Crush	Call
Dick Tracy	119.00
Dynasty Duke	119.00
Erast	119.00
Fantasy Soldier III	133.00
Fantasia	38.00
Gain Ground	119.00
Golden Axe	124.00
Gynosu	124.00
Hardball	38.00
Jewel Master	Call
J Midden Amer Fball	35.00
Laker V Classics	37.00
Legend of Robin	133.00
Megical Hat	124.00
Mega Trak	138.00
Moonwalker	119.00
Might and Magic	49.00
MHL Hockey	38.00
Outrun	133.00
PGA Tour Golf	38.00
Phantasy Star III	Call
Ringside Angels	133.00
Shadow Dancer	119.00
Soldierman	138.00
Space Battle Gamula	Call
Street Smart	129.00
Sirider	124.00
Star Control	38.00
Ventix	128.00
Vapor Trail	138.00
Wanderer Forest	119.00
Wastle War	135.00
Zero Wing	137.00

UKPS SAME, CALL FOR UK GAME PRICES

SEGA MASTER

Genesis from	49.00
Python 1 Joystick	8.99
Pyrexia Fax	23.00
Pazmania	39.00
Forgotten Worlds	28.00
Kick Off	Call
Spiderman	Call
Summer Games	28.00
Ghouls & Ghosts	28.00
Age of Aces	30.00
Indiana Jones	28.00
Impossible Mission	28.00

Call for all second hand
swaps and games

GAMEBOY

Gameboy Pack	54.00
Lightboy	15.95
Amphib	13.95
Battery Charge Pack	24.95
Game Cases From	8.95
Satman	24.00
Burger Time	24.00
Bubble Bobble	19.00
Chase HQ	19.00
Chess Master	17.00
O-Mino	17.00
Dragons Lair	24.00
Fortress of Fear	19.00
Ghostbusters II	34.00
Gemina II	19.00
Heimlich Allen	10.00
Mario's Mission	24.00
Mickey Mouse Canger	24.00
Navy Seals	24.00
Ninja Boy	19.00
Operation C	24.00
Radar Mission	19.00
Robo Cop	24.00
Spuds Adventure	24.00
Side Pocket	19.00
Sumo Wrestling	19.00
Skate Die Bad Rad	24.00
Solomons Club	24.00
Tall Gator	24.00
WWF Superstars	24.00

Bet you'd like to see the
back of this
monster...



SUPERCARS

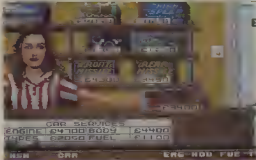
BBH £7.99

In the future, all car races will be like this. Kitted out with the relevant armoury, bands of drivers head out onto the highways and attempt to come first using any means possible - and if that calls for such drastic action as bombarding the opposition with missiles, then so be it. With the money made for a respectable placing, new cars and better equipment can be bought, and if the racer has enough of a silver

coating on his tongue, he may be able to bag a bit of sponsorship, too.

Supercars on the Amiga is racing in the true Super Sprint fashion, only this game has twenty-seven huge, multi-directional scrolling tracks instead of about four static title ladders. This is race-driving for hard men and, even though the graphics verge on the average, the action more than makes up for that.

OVERALL 89%

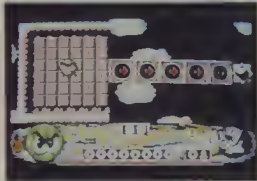


CLOUD KINGDOMS

BBH £7.99

Terry is upset. Rightly so, considering he's a green, spherical object trapped in the thirty-two lands which make up the Cloud Kingdoms by Baron von Bonsai, who won't let him out until he's collected all the magic crystals scattered around. Needless to say, there's a load of baddies kicking around, watching and waiting to kick you into touch - not to mention various obstacles to hold up Terry in his quest. Cloud Kingdoms is a superb game, reminiscent of cutesy console cartilage. The various baddies such as magnets and eight-balls all look superb and the action is certainly hectic enough. Cloud Kingdoms was well-received at full-price and, now it's on this new budget label, you'd be absolutely ball-body mad to miss it!

OVERALL 85%



BYTE SIZE

AMIGA

All aboard! That Mother of all Reviewers, PAUL RAND, steers the good ship Bylestize through the stormy Amiga software seas and comes across a couple of crackere and a dose of Jippy lum...

ARCADE TRIVIA QUIZ

ZEPPELIN £7.99

Pub trivia sims have been the darling of budget softco's for, ooh, absolutely yonks, and here's another one to tickle the lancy of those too young to go into the local drinking hole and futter away their hard earned spendable. Up to three players can participate in the game, which has them choosing question cards representing a num-

ber of different topics in order to reach the top of the pile, at which point they are eligible to try for up to a five in simulated sovs in the Cash Run! Some love 'em, others loathe 'em. For one enjoy playing pub trivia games both in the flesh, as it were, and on computer. Zeppepin's Arcade Trivia Quiz is one of the best of the bunch, featuring fun graphics for a program of this kind and some really up-to-the-minute questions. Good fun.

OVERALL 79%

ENGLAND CHAMPIONSHIP SPECIAL

GRANDSLAM £4.99

Eng-er-land, Eng-er-land, Eng-er-land! We've got the best footy team in the world, and it's only through bad luck that we got knocked out by Germany in the World Cup, everyone knows that. Anyway, Grandslam have produced this game-of-the-team featuring a Kick Off-style bird's eye view and the whole of the England Squad to choose from, including digitised pictures

of each player! Unfortunately, the view is the only part of England Championship Special which has anything in common with my favourite game of all time - the rest of the effort is a travesty of the national sport. The players all bunch together in their area of the pitch, so you'll have all the defenders, midfield and forwards in little groups, leaving no scope for wing-play and such. The game is, frankly, a sick joke, and should only be loaded so as to scare the kids into doing their homework.

OVERALL 21%



MVL SOFTWARE

MAIL ORDER DIVISION OF ESTABLISHED RETAILER
TEL 0354 56433 FAX 0354 60961
CALLERS WELCOME UNTIL 10PM EVERY NIGHT
TRADE ENQUIRES WELCOME

SEGA 16 BIT WITH
ONE GAME £129.99

SEGA MASTER
SYSTEMI

£59.99

TEL 0354 56433

SEGA MASTER
SYSTEM PLUS

£79.99

WIDE CHOICE OF NEW + 2ND HAND GAMES MASTER SYSTEM FROM £9
MEGADRIVE £19 NEW STOCKS DAILY.

- MVL FOR ★ SEGA GAMEGEAR OFFICIAL UK
★ SEGA GAMEGEAR GAMES BOTH UK + JAP
★ NINTENDO NES + GAMES UK + USA
★ NINTENDO CONVERSION FOR USA CARTS
★ GAMEBOY
★ GAMEBOY GAMES NEW + 2ND HAND
PRICES FROM £12
★ ATARI LYNX + GAMES
★ SUPER FAMICOM
★ SUPER FAMICOM GAMES NEW + 2ND HAND

MVL PART EXCHANGE SERVICE FOR CONSOLES +
CARTRIDGES KING OF DETAILS.

NEW GAMES DAILY JUST A SELECTION OF WHAT WE ARE ABLE TO OFFER
AUTOMATIC MEMBERSHIP WITH 1ST ORDER ASK FOR DETAILS. P+P £1
SOFTWARE £5 CONSOLES ALL 1ST CLASS POST. CHEQUES + POB TO-
MAIL



WHITEHART BUILDING
NENE PARADE, MARCH CAMPS, PE15 5PH



TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

SEGA MEGA DRIVE

Nintendo

NINTENDO
SUPER
FAMICOM



PC SUPER GRAFX

SNK

Intellivision

GAME
GEAR

Neo-Geo

NINTENDO
GAMEBOY



SEGA

Intellivision

PC
Handheld

Also available one great video (over 400 games shown)

What Games can I buy?

Which console is compatible?

Do I need a monitor? What is SCART?

How about NTSC-PAL-SECAM?

All these and more, answered for just £14.95
plus £1.00 p&hp Order Now

A LYNX CHESS CHALLENGE

TELEGAMES.

Wigston, Leicester LE18 1TE

(0533 880445) (0533 813606)

SAE for full list or phone you order now
Still Europe's Largest Video Game Centre



WIN

A
MUDDY FOX



0898 55 55 45

WIN

WIN a SONYING
SEGA

MEGADRIVE

DON'T miss out
Dial

0898 55 55 39

WIN

WIN a tremendous
Nintendo

SUPER FAMICOM

worth over **£300**
Just 3 questions to answer.

0898 55 55 38

WIN

GET IN **GEAR**

your chance to WIN a

SEGA GAMEGEAR

DIAL

0898 55 55 37

Calls require permission of the person paying the bill. Winners drawn at random from all correct entries received. Calls cost 36p (cheap rate) 45p (other times) per min. CANN. PO BOX 1852 London NW11 8HQ

084

FOOTBALLER OF THE YEAR 2

GBH

£3.99

Become the top striker in the country in this re-release from new budget label GBH, not by playing football but by buying goal cards and answering various footballing questions. There's the possibility of transfers, providing you've put away enough goals and, if you've done really well for your side, there's even the opportunity of a call-up from the internationalist!

Footballer of the year is little more than a football quiz game - great if you're well clued-up on the national game, not so hot if you aren't. The programmers haven't exactly gone to town spicing up the presentation either: drab graphics and text-only screens do little to spark any excitement.

OVERALL

60%



RED HEAT

HIT SQUAD

£3.99

Become Arnie Schwarzenegger and take on the role of Captain Ivan Danko as he tracks down the evil Russian drug dealer Viktor Rostavik across four stages in the game based on the money-spinning movie, originally released at full price by Ocean. Beginning in a Soviet sauna, the action then switches to the streets of Chicago, where Russia's hottest cop must tackle the city's toughest gang - the Clean-heads.

The game is displayed in a cinematic style, with only the top half of the characters in view. Not only does this add atmosphere to Red Heat, it also allows for some pretty huge graphics to shift about at a fair old pace. Couple the four main stages with a few bonus screens such as crushing rocks with your bare hands by frantically wagging the joystick and there you have it: an above average interpretation of a great movie.

OVERALL

74%



BYTE SIZE

C64

In your town tonight: **PAUL RAND** introduces C64 Bytesize, in which the Northern know-it-all imparts his worldly knowledge, and writes a few reviews...

SHINOBI

MASTERTRONIC

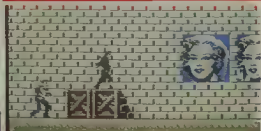
£3.99

Oh lordy! Bewit Foo has taken hostage all the children from Joe Musashi's school of ninja training, and threatens to kill them all if his demands aren't met. Joe, being a master at the art of ninjitsu, won't stand for such cowardice and decides to go off in search of his pupils before they cop it. What ensues is a multi-stage beat 'em up converted from the cult coin-op, in which Joe must call upon all his ninja skills to fight his way through the henchmen of Foo, rescuing the youngsters as he finds them.

Shinobi, originally released by Virgin Games, is a cracking conversion of the coin-op, featuring graphics and gameplay so close to the arcade version you'll be trying to shove ten pence into the cartridge slot of your 64! Even the shuriken-hurling bonus screen has been included, almost pixel perfectly! A cracker of a budget game - buy it immediately.

OVERALL

90%



IMPOSSAMOLE

GBH

£3.99

Don the mantle of Monty Mole, complete with cape, in his last adventure - this time set on an alien planet invaded by attackers whom Monty has been asked to dispose of. Containing over two hundred screens spread over five levels, Monty must collect weapons and defeat baddies, whilst ensuring he hangs onto his own life for as long as possible.

The Monty Mole saga has been ongoing since, it seems, the dawn of time, exciting players each time, so it's a bit of a letdown to find that the last in the series is actually the worst - due mainly to the frustrating, die-every-second gameplay. Graphics aren't too bad, but why bother when the game itself just isn't much fun?

OVERALL

64%

SUPERCARS

GBH

£7.99

Jump into the seat of your sports car and take on the other finalists in a 27-stage race to find out just who owns the most super car. If you aren't happy with the way the vehicle is performing (and if you've been placed high enough up the field to earn enough cash), then slope into the parts shop and acquire the relevant bits and bobs. There are weapons to buy and use if you don't think your driving skill is up to scratch, and sponsorship deals to tie up in order to get a bit more money in your racing kitty.

Super Cars may not look up to much, but playing the game takes you right back to the glory days of Super Sprint, only with far superior, eight-way scrolling tracks, weapons-a-plenty and many more opponents to go up against. High-powered playability is the order of the day and, at this price, you'd be car-crazy to miss out!

OVERALL

89%

IMPOSSAMOLE

GBH

£7.99

Monty Mole, star of a whole host of early 8-bit hits, makes an appearance on the ST as budding savior of an alien planet, who need him to utilise his unique talents and save their world from intruders. What ensues is a two hundred-plus screen arcade adventure involving running, jumping, shooting and killing as Monty does his best for interplanetary relations. Impossamole could have been quite an enjoyable budget game were it not for the fact that the main character is a pain in the neck to control, making for frustrating gameplay in the long-run. Graphically, the game's fine, albeit rather basic, but because of the annoyance factor, one to leave on the shelf.

OVERALL

61%

VIRTUAL WORLDS

Not the feb, new Virtual Reality home system that you've always wanted, but a collection of games created by Incentive using the Firescape 3D graphics system, on which the brilliant 3D Construction Kit is based. Driller, Total Eclipse and Castle Master all make an appearance, as does The Crypt - a previously unreleased sequel to the latter title.

All four games featured in the Virtual Worlds compilation are well worth the effort, graphically beautiful and extremely challenging, giving the player many, many moons of jolly gaming pleasure. Even if you have one of the titles in the collection already, nip out and give Virtual Worlds a whirl.

OVERALL

88%

BYTE

ATARI ST

SIZE

It's that Bytesize time again, with blonde bombshell PAUL RAND strutting his stuff across the ST marketplace, looking good for the ladies and taking in a few choice titles along the way...

CLOUD KINGDOMS

GBH

£7.99

If round, green balls with wide eyes are your 'thing', then perhaps this could be the game for you. It stars Terry the Spheroid, whose job it is to retrieve the magic crystals nicked by Baron von Bonsal, who has stashed them around the thirty-two areas which make up the Cloud Kingdoms. I reviewed this first time round and enjoyed it, remarking upon its Quedex style of gameplay and its jolly, console-esque look. Cloud Kingdoms has aged well, playing more like a puzzle game than an arcade thrasher, and is well worth the dosh.

OVERALL

86%



BYTE

SPECTRUM SIZE

Hasta la Vista, baby! Arnie lookalike **PAUL RAND** turns up the heat in **Spectrum Bytesize**. He'll be back...

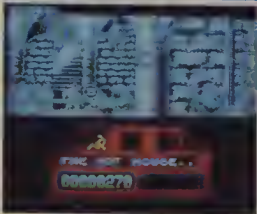
IMPOSSAMOLE

GB**£3.99**

Monty le back, this time in supermole form as he helps the inhabitants of a friendly planet resist the overtures of an alien army. Using all his wit, guile and whatever weapons he can find, Monty must traverse the 200-plus screens spread across five levels before he can defeat the invasion force.

Impossamole could have been, like all the Monty games preceding it, classic platform fare. Unfortunately, it suffers from a dodgy control system making for frustrating play. Graphically pleasing, sonically what you'd expect for a Speccy. Monty Mole comes a cropper in the playability stakes.

OVERALL

62%

VIRTUAL WORLDS

DOMARK**£19.99**

Take the most ground-breaking graphics system ever devised. Use it to make three of the best ever Spectrum games. Lump them all together in a box. And chuck in a previously unreleased sequel to one of the titles for good measure. That's Virtual Worlds in a nutshell. Driller, Total Eclipse, Castle Master and The Crypt (forementioned sequel to CM). All utilising the Freespace system of 3D Construction Kit fame.

All four games are of such a high quality they'd probably shift for around a tenner apiece. So at a price of just under a score for all four, we are talking bargain! The graphics are great, the puzzles are brain-bending and the value is enormous. You'll be playing these for months!

OVERALL

92%

JOCKEY WILSON'S DARTS

ZEPPELIN**£3.99**

Step up to the oche and challenge the round Scotsman himself, Jockey Wilson, to a variety of games, each played on the dartboard. As well as the traditional game of 501, take on the former world number one at Shanghai, Football, Dart Bowls, Ten-Dart Century or Science. Zeppelin prove with Jockey Wilson's Compendium of Darts that there's more to the game than being fat and drinking lots of beer. Graphically, the game is uninspiring, but what can you do to make a dartboard exciting? The games themselves are imaginative and fun to play, especially against a friend, but if you have to go solo there are three difficulty levels to keep you away from the bar and on the oche.

OVERALL

80%

RED HEAT

HIT SQUAD**£3.99**

Ruskie drug dealer Viktor Rostavili has evaded capture and escaped to Chicago, and who's got to go and him down? Arnold Schwarzenegger, that's who, in the role of Captain Ivan Denko. Ocean first released Red Heat at full price, but now have deemed to offer the game on their budget label. It's a four stage affair, with Arnie and co seen from the waist up using a cinema-effect graphic style. There are a couple of bonus screens too, from crushing a hot rock with your bare hands to joining together pieces of a one dollar note.

Red Heat didn't exactly set the world on fire first time around, mainly due to its samey gameplay. As a cheapie title, however, it's a bit of an eye-opener, with big, fast sprites and a reasonable level of difficulty. It won't take that long to complete, but you can't argue for under four quid, can you?

OVERALL

79%

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

**FOUR GREAT COMPETITIONS
ONLY ONE PHONE CALL!!!**

**WIN
A**

0839 - 007795

FAMICOM

plus Super R Type and Ghouls n Ghosts!

**WIN
A**

MEGADRIIVE

with Sonic and others!

0 8 3 9 0 0 7 7 9 5

WIN

**A SEGA
GAME GEAR**

0839 - 007795

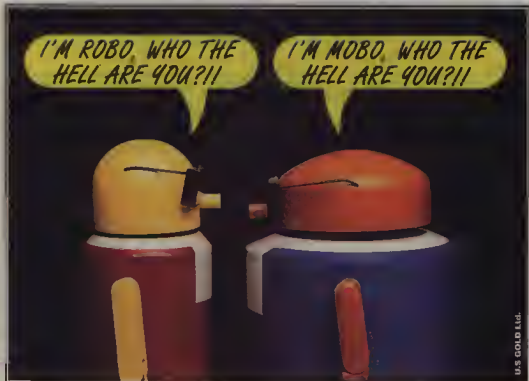
WIN

**WICKED
FOOTWARE**

Get to a phone fast!!!!

Calls cost 34p per min cheap rate and 45p all other times one winner per comp. please ask permission before phoning. Play to Win Luton LU1 3QR. (0582) 413943

WIN! WIN! WIN! WIN! WIN! WIN! WIN!



REVIEW

MEGADRIVE

£TBA

BY ELECTRONIC ARTS

Space, the final frontier. Generally a dark and quiet place, looking in excitement and almost entirely devoid of interesting or thrilling occurrences. Things are about to change, however. A dirty great star is about to collapse and the sun around which the planet Arth orbits is about to shuffle off its mortal coil.

When stars snuff it, they tend to go out with a bang, taking rather large chunks of the galaxy with them. Obviously the citizens of the planet Arth are not best pleased at the prospect of events and would frankly rather it all happened somewhere else. The desperate leaders have reached the bottom of the barrel and decided to ask you for help.

Things must be desperate. Being the all round good guy that you are, you agree to help and set about a plan of vast importance. Will you daringly fly a spacecraft into the heart of the sun, alter the orbit of your planet and pull it to safety? No. You spot of trading.

The object of the game is to make as much money as you can mining and trading minerals and hopefully find a planet suitable for colonisation in the process. So it's a race against time before the planet Arth is utterly destroyed by the rapidly expanding sun. Heroes and Stock Marketeers only need apply.

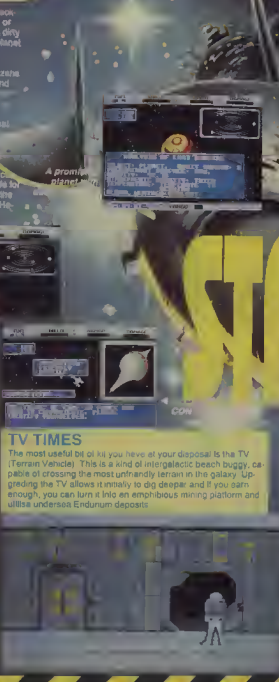
STARFLIGHT



Starflight is most definitely a game for the Trakkies amongst you, capturing the atmosphere of that final television series admirably, right down to the immortal line "to boldly go where no man has gone before!" You certainly wouldn't be overenthusiased over the

graphics, which are plain and workmanlike, but what will get you going is the addictive gameplay which has you flicking frantically through menus, landing on planets, conversing with dangerous-looking aliens and, if you don't like the way they're looking at you, blowing them back whence they came! What Starflight could have done without is the tedious task of having to create a new set of characters each time you begin again - although there's a battery back-up to save games, in the all-important early stages of playing you'll find you'll be drawing up new crew members more often than not after inadvertently straying into hostile territory, slagging off the locals and being awfully destroyed. If you can survive these early hassles, then Starflight allows the player to settle down to an absorbing time with the Megadrive. Remember to listen to that wonderful single "Star-Trakkin" when you play for maximum effect!

PAUL
RAND

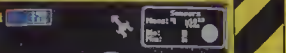


TV TIMES

The most useful bit of kit you have at your disposal is the TV (Terrain Vehicle). This is a kind of intergalactic beach buggy, capable of crossing the most unfriendly terrain in the galaxy. Upgrading the TV allows it initially to dig deeper and if you earn enough, you can turn it into an amphibious mining platform and utilise undersea Endurium deposits.

▶▶ REVIEW

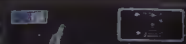
ORFLIGHT



You could do with some of that nickel and tungsten

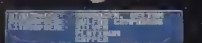
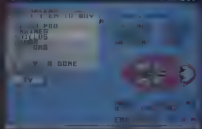
BACK AT THE RANCH

At the start of each mission, you find yourself in a corridor full of doors. These doors are really a graphically depicted options menu. From here you can service and refuel your ship, name and assign your crew as well as receive your all important orders. The setup screens are lengthy, but fortunately a save game option allows you to back up your more successful missions on the cart.



▲ Back to the depot for a spot of trading

SHIP CONSTRUCTION



This is you and what a handsome spaceman you are!



STARFLIGHT



An orbit is secured around an Earth-like planet

Yuk! you don't
want to land here!

FIMEL 54461

主編 王國興

QATAR TV
RNEF
DUBAII TV
LBN. MNE

VIEW
SEARCHING
NAME

ABCDEFGHIJKLMNOPQRSTUVWXYZ ←→

```

+ + MOVE      A  SELECT LETTER
B  DONE      C  CANCEL

```

DO NOT
CANCELL

BALANCE 111

ANALYSIS OF LAST BENDING

OBJECT: SUN. ORBIT NUMBER: 4
PREDOMINANT SURFACE: PLASMA.
GRAVITY: 10.31
ATMOSPHERIC DENSITY: NONE
TEMPERATURE: INFINITE TO
INFINITE
PLANETARY: EXTREMELY VIOLENT



Hmm. Space trading in much the same mould as Elita, only without the arcade sequences to break up the economic frenzy. If strategic and financial planning are the kind of things that turn you on, then *Starflight* is almost ideal. It takes a tried and trusted

thame and puts it together with some nice graphic end, at times, wonderful sound. The action is a lot deeper and more complex than first appearance would suggest and the range and scope of the game is enormous. The control method, icon and menu driven is beautifully designed and is a joy to use. The "Universe" available in this game is probably just as large as the real thing. Just making your way around the mapped sections will probably take you months and there's a lot more out there to see. Initially dull, Starflight drew you in and keeps you playing long after bedtime...

FRANK
O'CONNOR

DIG FOR YOUR LIFE!

The only way to get anywhere in this game is to mine. The mineral Endurium is the pivot upon which the galaxy's financial security balances. Endurium is the raw fuel for starships and without it space travel takes a very long time. Your Aish bosses will pay you handsomely for any that you can get hold of and you can use the money to upgrade your mining equipment.

This planet is chock-a-block with spunky metals!

TRADE DEPOT

MEGADRIVE

GRAPHICS	71
SOUNDS	88
PLAYABILITY	90
LASTABILITY	94

OVERALL 91

SPIDER-MAN
AVAILABLE FOR
OUT NOW

MASTER SYSTEM
& MEGA DRIVE



NEW FROM SEGA SPIDER-MAN

OUT NOW!

24 HOURS - AND NEW YORK IS HISTORY!
SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND...

BELIEVING THAT SPIDEY HAS PLANTED THE BOMBS, THE WHOLE OF NEW YORK IS AFTER HIM TO CLEAR HIS NAME AND SAVE THE CITY. THE MASKED WEB SLINGER MUST DEFEAT THE EVIL Schemes OF WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOWNSHIP ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE UZARD...

WITH THE HELP OF DR. STRANGE, THE SOCRORER SUPREME, SPIDER-MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO GENSERS, DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY. **THE CLOCK IS TICKING!**

SEGA

THE WORLD'S GREATEST CONSOLE MAG!!!

MEGA MACHINES

£1.75

NO 12 SEPT



THIS MONTH'S SPECIAL

MEGADRIVE SPEND
10 INCREDIBLE PAGES
AMAZING NEW-LOOK
DOAL ON NINTENDO!
GAMEBOY CHOP-LIFT!

SEGA



MEGADRIVE



SUPER FAMICOM



NINTENDO



GAMEBOY



GAME GEAR



UN SQUADRON

THE BEST
SUPER
FAMICO
GAME
YET!

OUT
NOW

STREETS OF RA



THE GREATEST MEGAD
BEAT 'EM UP EVER

THE

ISSUE 36 • SEPTEMBER 1991

RMA 15.00
10% OFF

£2.50

\$1.695 • Reader
Can't Be Wrong!
AGE 10+ JUNE 1991

One

for

AMIGA
GAMES


Britain's
Biggest-Selling
Amiga Games Mag
- And That's
Official!

POCKET
POWER!The Bitmaps Delve
Deep For A Dose
Of Arcade ActionTWO MORE
FULLY-PLAYABLE
GAME DEMOS!Gremlin's Pegasus and Infiltrator
from PsygnosisOUT
NOW

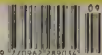
NEWSAGENT

On a wing and
a prayer with
Gremlin's
PEGASUSBeast 2 meets the
Killing Game Show
in Psygnosis' **INFILTRATOR**

INFILTRATOR

**HEIMDALL**Your First Chance To See
Core's Norse Adventure**IT'S VIKING GOOD!****THE ULTIMATE
GAMES MACHINE!**What the stars would
like to see - page 39**WIN!**A Trip To The
Lucasfilm Ranch
in California!**BRAVE NEW WORLD**Gremlin's Utopia Takes On
Populous and Sim City**INSIDE THIS ISSUE:**

- **STUNNING** - Eye Of The Storm by Empire
- **THUNDERHAWK** - Core Has Lift-Off
- **ROD-LAND** - So Cute It'll Make You Puke
- **PEDAL TO THE METAL** - With Lotus 2



9 770962 289034

REVIEW

AMIGA

£30.99

BY IMAGEWORKS

Bet you thought the planets were formed as a direct result of gravitational forces around the sun, pulling together meteors and other space particles at such speed that they fuse together to form a single mass. Rubbish! They were created by gods in a spherical glass arena and given over to those deities who then battle it out to win overall control of the new world.

But no-one would expect such powerful beings to flatcuff between themselves. Oh no, as usual it's the poor humans who are given that task. Each god directs a race of people, who must do whatever they can to take the planet for their god - meaning they've got to pro-create to form new life, which in turn allows the people to amass larger armies, build new structures and invent new, more devastating weapons.

Mega-lo-Mania is a simulation of one such holy war, fought on a planet consisting of 26 islands split into groups or Epochs. Beginning on the least technologically creative Epoch with only rocks and sticks available to use against the enemies, your God must strive to reach the last island - the far-future Mother Of All Battles - where your followers fight with laser weapons. And all along the way can be invented such delights as catapults, muskets, airplanes and even thermo-nuclear devices!



THE KEY TO CONQUEST

The key to success in Mega-lo-Mania lies with the power of invention. Starting with only simple sticks and stones, the further along the evolutionary scale your followers progress the better the weapons become. In the Middle Ages, for instance, it is possible to build giant catapults, whilst in the late Twentieth Century the world becomes a more frightening place with the introduction of nuclear weapons!

UPDATE

Mega-lo-Mania should be going totally manic by the time you reach the Mother Of All Battles. No other versions are planned - pop, hooray!



MEGA-LO



ELEMENTARY, HONESTLY!

You can't build with fresh air in order to make those new inventions come bursting into life, the people need to find elements with which to create their toys. The most basic elements can be acquired just by picking them up off the ground, but the better ones needed to build the best weapons are deep underground and can only be reached by building a mine - available from 3000BC.



The idea behind Mega-lo-Mania is very much in the Powermonger mould - become a leader of people and invent weapons to crush the opposition. This game takes the concept a stage further though, with the introduction of evolution and the ability to create some quite staggering armoury the more civilised the people become. The feeling you get when you take to the air in 1915 for the first time is immense, and just imagine the power in your hands following the invention of nukeke! Graphically, Mega-lo-Mania is hardly inspiring: each island is made up of static screens containing rather flat land. But it's not this side of the game which makes it so wonderful - the 800K or so of clear, empty speech informing the player of completed weapons, offers of alliances from other gods and such like more than make up for the relative drabness of the visuals. Mega-lo-Mania is a wildly addictive game, although fairly stupid in aim, consisting of only twenty-eight islands, fifteen of which I've already completed. Luckily, though, I've noticed that the next island is still but impossible to complete successfully, but it's a fair bet that I'll be persevering with Mega-lo-Mania until I do, along with the rest of 'em.

PAUL RAND

LO-MANIA

MEGA lo MANIA

I'LL HAVE THAT ISLE, I WILL

The planet is made up of nine Epochs, each containing three islands. The player starts each Epoch with one hundred humans initially under his power, but these men must be shared between all three islands, calling for a fair bit of strategy (and just a hint of trial and error) in selecting the correct amount of people for each island. For example, while you may storm through one game without a hitch, you may have used too many followers and left yourself short for the remaining two.



MEGA lo MANIA

PLAYER SELECT

SCARLET

FIERY AND AGGRESSIVE
EMERGENCY OF THE VILLAGES
MYSTIQUE OF THE RED PEOPLE

OBERON

BACKSTABBING AND RUTHLESS
SELF-APPOINTED KING OF ALGOL
CONTROLLER OF THE YELLOW PEOPLE

CAESAR

INDIFFERENT AND UNPREDICTABLE
ALPH OF THE TRADE-LO-MANIA
MYSTIQUE OF THE GREEN PEOPLE

MADCAP

CUNNING AND DEANLY
AMBIGUOUS MENTALLY SUPREME
CONTROLLER OF THE BLUE PEOPLE



At first glance, I was tempted to write this game off as yet another Power-monger clone. How wrong can you be? In its own weird, weedy and wonderful way, Mega-lo-Mania is completely original and a whole heap of fun. The first island is a bit of a scene-setter and

fairly easy, but from then on the game becomes progressively more challenging - and supremely addictive. One of Mega-lo-Mania's great strengths is its subtle humour - and there are some fine graphic and sonic touches to be found throughout the game as you progress ridiculously onward to thermonuclear war. 'Ergonomically twitful' burlesque the machine as your minions come up with some new weapon with which to kill those poor unfortunate who happen to live next door. The game is extremely playable, but I'm not so sure how it will stand up in the long-term playability stakes. Once you've seen it all the desire to replay the game will quickly wane. That said, rest assured it'll be ages before you do!

TIM
BOONE

AMIGA

GRAPHICS	84
SOUNDS	93
PLAYABILITY	92
LASTABILITY	87

OVERALL 91

JUST WHEN YOU THOUGHT IT WAS SAFE

THUNDER JAWS

Take the plunge, dive into the deep and confront cybarnatic sharks, anamy divers and all manner of evil – the work of the devilish Medema Q.

Your mission: Infiltrate her base, rescue hostages and destroy her subterranean fortress. Pick up flame throwers, defeat the hordes of henchman and battle with armies of monstrous genatic mutants. This furious shoot out gives no respite. The action's non-stop from the start of this fantastic multi-level extravaganza. Gulping. Excitement to the very last Bite!!

fast, blasting shoot 'em up makes ThunderJaws a must for all arcade addicts. Gripping element and non-stop action from start to finish. buy now!!



DOMARK

TEGEN

Programmed by: The Action
© 1991, TEGEN INC. All rights reserved. "Miami Sunset Corporation Software, America & Portugal © 1991, Tegen Software Ltd.
Published by Domark Software Ltd, Ferry House, 81-83 Lady Road, London W8 5LS. Tel: 081 796 0324
Available on: Amiga, Atari ST, Commodore 64 case & disc, Apple II GBA & disc, Spectrum, Amiga & Atari ST Screenshots

REVIEW

AMIGA
C64

£25.99
£11.99

Tam and Rit are two pointy-eared fairies from the land of Rod. One playing one day they were quite dismayed to learn from a passing stranger that their Mom had been kidnapped and taken to Mabool's Tower, where horrible antics would doubtless ensue. Well, who could leave a parent in that sort of trouble? Not Tam and Rit, that's for sure! Off they trot to the local Wiz, who kits them out with magic shoes and Rods of Sheeshenamo along with a map of the Rodland.

A conversion of the Jaleco coin-op, Rodland follows the fortunes of the two imps as they traverse the 44 perilous levels of Mabool's domain. Armed only with their special shoes and rods, Tam and Rit must go up against the dastardly hordes of everyone's least favourite kidnapper, doing in the minions of Mabool, racking up the points and moving ever closer to Mom. Hurrah!

RO!



▲ Mabool stamps his authority.



▲ The end-level guardian's having a whale of a time!



After what seems like a never-ending supply of death, destruction and general mayhem in the gaming world of late, Storm get back to the cutey, console style with Rodland - and how! The concept of the game is a cross between Bubbie Bobbie and that

age-old favourite, Panic (you know, the one where you have to hit monsters with a hammer) which was a pull for me anyway as I love both of those classics. Then there's the graphics, as colourful and cute as even the most alucky of games. The blurb accompanying Rodland reads "So cute, it'll make you puke." They weren't far wrong! With an array of superb backdrops featuring on the Amiga version, C64 Rodland has to settle for black backgrounds and fairly blocky sprites similar to Bubbie Bobbie. In a way this is a good thing as the unremarkable visuals allow the classy gameplay to stand out. Both games include some fine sound, adding even more to the already electric atmosphere, but it's the gameplay which you buy software for, and Rodland is stuffed brim full of that...

PAUL
RAND

LAND



▲ That's one level cleared of...

KILLERS HAVE NEVER LOOKED SO CUTE!

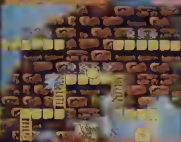
Rodland is cute to the core, and our two heroes even manage to dispose of their foes in lovely little ways! Instead of blowing them to bits (which, quite honestly, is what those horrid ugly bad guys actually deserve) Tam and Rit catch them with little ray guns and throw them around a few times to give them headaches worse than Paul Rand's hangovers. Our darling duo have a pretty cute way of getting out of trouble and reaching all those places cute little dwarfs normally have a bit of trouble at the touch of a button they build ladders to climb their way out of trouble! Good for them, eh?



▲ That wiped the grin off the face of that cocky startfish!



▲ Trunky's indiscriminate use of his children gets right up Rit's nose.



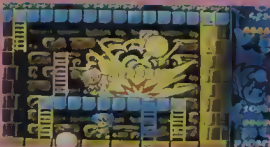
▲ A bit of a breather for the girls.



BASSIE
▲ Just some of the
meanies you'll meet
in Rodland.

FLOWER POWER FAIRIES

Collecting all the flowers on each level changes the emblems left on the screen into Kabura which, when killed with the Rods of Sheesemama, eject a letter. When all the letters ending up, the word EXTRA are collected, a very nice furry godmother appears to give you lots of points. Now isn't that cute?



◀ Tam shows just
how bad a night on
the curry can be.



Sick to death of andoi am ups? No, nor am I - but that doesn't mean you can't enjoy Rodland! One of the cutest outcay romps to coochy coo its way into the arcades is here to tickle your fancy at home - and what a gloriously gooey little romper-a-ut romp it is!

It may be a darling little game, but does that mean it's easy? Do me a favour, diddumal! Behind that flower-power sunahina loveliness lurks some wickedly addictive gameplay in the true style of the arcades - faithfully captured in these Amiga and C64 conversations. OK, the graphics are a bit so-so ampie and the sound will drive you ga-ga, but the finely tuned gameplay will send you crying for mummy - it's that 'ard. In the best traditions of some of the arcade classics the game undoubtedly owes its origins to, Rodland is sufficiently original to keep you interested. Then the gameplay keeps you hooked while the tunes slowly drive you mad. A thoroughly enjoyable platform romp with knobs on and definitely worth a waggie at the aerial opportunity!

**TIM
BOONE**

AMIGA

GRAPHICS	88
SOUNDS	85
PLAYABILITY	88
LASTABILITY	84

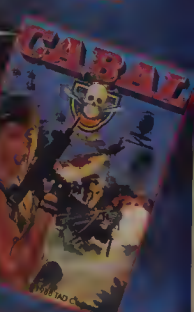
OVERALL 86

C64

GRAPHICS	78
SOUNDS	88
PLAYABILITY	88
LASTABILITY	85

OVERALL 85

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES!
ONLY £3.99 EACH

ALL AVAILABLE FOR: SPECTRUM • COMMODORE • AMSTRAD



REVIEW

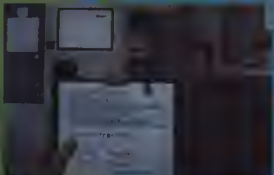
PC

£39.99

BY MICROPROSE

When Microprose brought out their simulation of the then classified Stealth Fighter plane, a met with critical acclaim and sold more than a few copies. Now, with much more detail available on the aircraft and massive publicity due mainly to the role it played in the Gulf, the original F19 sim has been updated, tweaked and given its official name of F117-A.

Before flying into any one of a number of international hotspots, this Stealth pilot must first select his style of game. As well as choosing the area in which to fly from a list including Libya, Europe and the Gulf, air and ground missions can also be picked, along with the strength of opposition and danger realism options (from easy (no crashes) to realistic (everything causes damage). After that, it's into the skies and the mission is under way.



▲ So, who are we going to kill today?



F19 Stealth Fighter is my second favourite game of all-time, so I was anxious to get my mitts on the sequel and see what declassification can do to a flight sim. What Microprose have done is take the original game (which, as it turned out, wasn't that technically

incorrect), added extra scenarios, beef up the graphics and tiddle with the flight mechanics to create a simulation which feels more like a brand new project than a sequel. The graphics are absolutely superb: masses of detail including what looks like lights shining in alibees! The aircraft itself is a joy to fly - I advise getting hold of an analogue joystick if you don't already own one, as it gives the simulation a much better feeling of realism than when using the mouse. Something always has to be sacrificed, though, and in the case of F117-A it's the smoothness of the scrolling. At times things can become very jerky, but this can be compensated by altering the detail of the graphics to strip away the pretty but unnecessary pictures and speed up the game no end. F117-A Stealth Fighter v2.0 is the next step in home computer flight simulation - a technically stunning piece of programming and an infinitely enjoyable game with an infinite amount of gameplay stored in it. Some day, all games will be like this.

PAUL
RAND

The Definitive
America's R&E

NIGHT

F-117

STEALTH FIGHTER



UPDATE

Will Stealth Fighter 2.0 make it onto your Amiga and ST? Only time, success and the head honchos at Microprose can tell. Watch this space.

▲ Hey, that doesn't look like a baby milk factory!

...nitive mutation of
...s Radi-Elusive Jet

HTIAWK

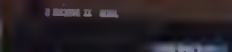
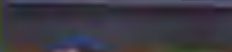
F117A™

FIHTER 2.0

▶▶ REVIEW



◀
The
Rockeyes
are loaded
and the
targets
are right



STEALTH - HOW IT WORKS

Stealth is the culmination of many man-years of development and millions of dollars of military funding. The F117-A is coated in special Radar Absorbent Material, or RAM, which literally soaks up radar waves like a sponge - dramatically reducing the plane's signature and making it much harder to spot. The radically new shape of the F117-A, with its smooth curves and lack of weapons pylons (all armaments are stored inside the craft) assists in cutting further the plane's signature on radar. Due to these breakthroughs, it is said that what would normally be a sitting duck due to its slow speed and hopeless maneuverability, shows up on enemy screens as an object not much bigger than a bird - and it is because of this that the F117-A was so successful in the Gulf War.

A VIEW TO A KILL

As is the norm in today's flight sims, F117-A Stealth Fighter v2.0 allows the player to select a number of outside-the-cockpit views. The regulars, such as chase plane and enemy-to-plane views, are spectacular enough, but the most amazing sight has to be that of a missile streaking through the skies on its way to destroy its inlaid enemy target.

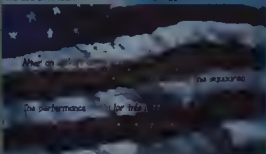


GULF WAR, ANYONE?

Probably the most controversial aspect of F117-A Stealth Fighter v2.0 is the inclusion of the Operation Desert Storm scenario. The F117-A was perhaps the most successful aircraft throughout the whole conflict in terms of enemy 'kills' - almost one-hundred percent success rate and no Stealth losses made it the hero of the conflict. It is reported that for each mission undertaken by a Stealth Fighter, to complete the objective using conventional craft would have taken around thirty planes including escorts, bombers and supply ships - a logistical nightmare made easy with the use of hi-tech

▲ Saddam's luxury palace not for long!

Always the one to cause an embarrassing international incident



PRIZES AND PROMOTIONS

If a mission has been executed well enough, the Stealth pilot could be in the lucky position of receiving a promotion or, if he's done really well, a medal. The player begins the game at the rank of 2nd Lieutenant with the opportunity of becoming an all-powerful but non-flying Brigadier General. Decorations are given for a number of reasons: fly a particularly successful mission and the Air Medal may be awarded, whilst those injured in battle can expect to receive a Purple Heart. Only the most daring (or mad) can hope to receive America's highest military award - the Congressional Medal Of Honour.



Still recovering from the bombshell delivered so suddenly by F19 Stealth Fighter, I was really looking forward to the follow up - and here's a sequel which manages to blow the amazing original away! Take one of the best fighter sims on the market, tweak it up, add

extra scenarios, improve the graphics and sound and you have F117-A Stealth Fighter 2.0. In terms of speed, I have to say the game doesn't match the incredible Jetlighter II (turn off the fancy graphics and the game turbo charges for smoother flight) but it certainly has the edge in atmosphere. Just like the original, you really feel you're up there in this top secret craft full of tricks and the desire to complete your mission (of which there are equillions) and return safely to base makes the game one of the most compulsive around. The programmers have obviously put a lot of care and thought in - which means the game is so realistic it plays like a dream! Buy Stealth Fighter 2.0 and lose a few nights' sleep flying with the best. Don't buy it and you'll lose a few nights' sleep anyway as you worry about all the fun you're missing...

TIM
BOONE

2nd Lt. Fred "Paul" Band remained at his present rank.

Press Selector to continue

PC

GRAPHICS 92
SOUNDS 91
PLAYABILITY 94
LASTABILITY 93

OVERALL 93

TOP 20

GALLUP ALL FORMATS

THIS

GAME BY

1	1	MANIC WITH A LUNATIC	1
2	2	ADAM GARDNER	2
3	3	WARRIOR'S FIGHT SQUAD	3
4	4	WARRIOR'S FIGHT SQUAD	4
5	5	WARRIOR'S FIGHT SQUAD	5
6	17	WARRIOR'S FIGHT SQUAD	6
7	7	WARRIOR'S FIGHT SQUAD	7
8	21	WARRIOR'S FIGHT SQUAD	8
9	11	WARRIOR'S FIGHT SQUAD	9
10	9	WARRIOR'S FIGHT SQUAD	10
11	14	WARRIOR'S FIGHT SQUAD	11
12	20	WARRIOR'S FIGHT SQUAD	12
13	26	WARRIOR'S FIGHT SQUAD	13
14	6	WARRIOR'S FIGHT SQUAD	14
15	28	WARRIOR'S FIGHT SQUAD	15
16	16	WARRIOR'S FIGHT SQUAD	16
17	15	WARRIOR'S FIGHT SQUAD	17
18	13	WARRIOR'S FIGHT SQUAD	18
19	34	WARRIOR'S FIGHT SQUAD	19
20	35	WARRIOR'S FIGHT SQUAD	20



AMIGA

1	1	Manchester United Europe	Kriselle
2	6	Eye Of The Beholder	US Gold
3	2	Rainbow Collection	Ocean
4	3	Monkey Island	US Gold
5	5	PGA Tour Golf	Elec Arte
6	16	Lemmings	Peygnoels
7	4	F15 Strike Eagle 2	Microprose
8	16	Armour-Geddon	Peygnoels
9	9	Gode	Renegade
10	10	Kick Off Winning Tactics	Anco

Those guys at Kriselle must be celebrating - four out of the five computer charts have their game at number one this month! But look at what's trelling it - some very worthy titles including Lemmings, which is coming back for a second shot at top spot!

CVG TIP FOR THE TOP - Manchester Utd Europe has to be the one to go for - with Eye Of The Beholder being a good each way bet.



AMSTRAD

1	1	Manchester United Europe	Krisalls
2	7	Rainbow Collection	Ocean
3	4	Viz	Virgin
4	3	Dizzy Collection	CodeMasters
5	2	Teenage Mutant Hero Turtles	Mirrorsoft
6	-	Super Monaco GP	US Gold
7	6	Hero quest	Gremilin
8	-	Tetris	Mirrorsoft
9	5	Big Box	Beau Jolly
10	-	Kick Off	2Anco

Manchester Utd Europe scores again! The Reds hit the top of the CPC table, closely followed by a clutch of good stuff - most notably Super Monaco GP which screeches in from nowhere to number six spot!

CVG TIP FOR THE TOP - Again, Manchester Utd Europe is probably the one to go for, although Super Monaco GP could just pip it into pole position.



ATARI ST

- | | | | |
|----|----|--------------------------|------------|
| 1 | 2 | Flames Of Freedom | Rainbird |
| 2 | 6 | Lemmings | Psygnosis |
| 3 | 7 | Rainbow Collection | Ocean |
| 4 | 14 | Goda | Renegade |
| 5 | 8 | Manchester United Europe | Krikkia |
| 6 | - | Virtual Reality 1 | Elite |
| 7 | 1 | Robin Smith's Cricket | Challenge |
| 8 | 9 | F15 Strike Eagle 2 | Microprose |
| 9 | 5 | Hero quest | Gremlin |
| 10 | - | Sim City/Populous | Infocom |

As we predicted last ish, the sequel to Midwinter burns a trail through the chart to end up at the top, with last month's number one Manchester Utd Europe relegated to number five. Goda makes a strong charge, whilst Elite's new compilation appears from nowhere to occupy the place below. **CVG TIP FOR THE TOP** - No problem here - Midwinter 2 is going to sit at the summit of the chart for some time.

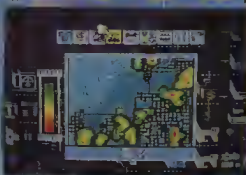


C64

- | | | | |
|----|----|-----------------------------|--------------|
| 1 | 4 | Manchester United Europe | Krisalla |
| 2 | 5 | Creaturas | Thiamus |
| 3 | 2 | Dizzy Collection | Code Masters |
| 4 | 1 | Hero quest | Gremlin |
| 5 | 8 | Big Box | Beau Jolly |
| 6 | 8 | Multi Player Soccer Man. | D&H Games |
| 7 | 3 | Supremacy | Virgin |
| 8 | 7 | Super Monaco GP | US Gold |
| 9 | 19 | Teenage Mutant Hero Turtles | Mirrorsoft |
| 10 | 14 | Last Ninja 3 | Sylem 3 |

64 owners starved of decent football games are buying up Manchester United Europe in droves, so much so that there it is, topping the chart.

CVG TIP FOR THE TOP - A strong line-up this month, with a host of top titles vying for position. Betting men would go for a shot at Man Utd Europe for a second month.



SPECTRUM

- | | | | |
|----|----|-----------------------------|--------------|
| 1 | 2 | Dizzy Collection | Code Masters |
| 2 | 1 | Hero quest | Grimlin |
| 3 | 3 | Man United Europe | Krisalia |
| 4 | 5 | Teenage Mutant Hero Turtles | Mirrorsoft |
| 5 | - | Toyota Celica Rally | Grimlin |
| 6 | 12 | Big Box | Beau Jolly |
| 7 | 6 | F18 Combat Pilot | D I |
| 8 | 19 | Super Monaco GP | US Gold |
| 9 | 18 | Robocop 2 | Ocean |
| 10 | 11 | Multi player Soccer Man. | D&H Games |

Surprise surprise! Those Masters of Code climb to the top of the chart with their egg completion. Just look at Robocop 2 though, attempting to break the record currently held by its prequel. **CVG TIP FOR THE TOP** - Toyota Celica Rally is making a break for top slot, but don't be surprised if it's the Egg Man occupying position number one next month.



NINTENDO

- 1 2 SUPER MARIO BROS 2
- 2 NE DONKEY KONG CLASSICS
- 3 5 DOUBLE DRAGON
- 4 RE SUPER OFF ROAD
- 5 RE SOLAR JETMAN
- 6 NE IRONSWORD
- 7 RE TEENAGE HERO TURTLES
- 8 3 MEGA MAN 2
- 9 4 GREMLINS 2
- 10 10 DUCKTALES

The Marios hit the top spot once again, but the Turtles are back for another try! Watch Solar Jetman, back on the trail to the top...

CVG TIP FOR THE TOP: You lot are obviously nostalgic buffs, with Mario giving himself a serious run for the Number One slot!

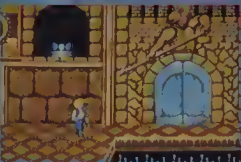


GAME BOY

- 1 1 SUPER MARIO LAND
- 2 2 DOUBLE DRAGON
- 3 3 SPIDERMAN
- 4 4 GARGOYLES QUEST
- 5 NE GOLF

Mario fights off all comers for top slot of the lot, with Double Dragon and Spiderman both snapping at his hot little heels.

CVG TIP FOR THE TOP: Keep your eye on Gameboy Golf - it's a spunky little game destined for even greater great things...



Nebulus 2

Pogo a gogo

AVAILABLE ON
ATARI ST
AND
COMMODORE
AMIGA



Pogo returns in his
adventure through Nór,
a land of sea & towers!



£25.99



21ST CENTURY
ENTERTAINMENT



56B MILTON PARK, ABINGDON, OXFORDSHIRE, OX14 4RX
TELEPHONE: (0226) 432929 - FACSIMILE: (0226) 681029



REVIEW

AMIGA
BY US GOLD

£25.99

Years ago, the vicious scourge known as the Mad Gear gang moved into Metro City and have been there ever since. Bribing mayors, running various scams and causing general havoc and mayhem throughout the Metropolis. The citizens were crying out for a saviour and in Haggar, ex-champion street fighter and new boss of Metro City, they found him. A no-nonsense guy. Haggar closed down the Mad Gear businesses - axing the villains to the underground. The Mad Gear wanted revenge, and there was only one sure way.

The telephone rang in Haggar's office. "We wanna do a deal explained the voice on the other end. One which would be, uh, beneficial to both parties. You give us the go ahead to restart our, let's call 'em Interests, and you receive the monthly figure we offered before plus... say an extra fifty percent." Haggar, incensed, was about to slam down the receiver when the chilling line was spoken. "And you get your daughter back."

"You'll not get away with this!" stormed the Mayor. A couple of calls later and Cody and Guy, the toughest fighters in the city, were given their orders: go out there, close down the Mad Gear gang for good and rescue Jessica. There was no need to say it a second time.



Final Fight was the last thing to happen to arcades for a long, long time - combining multi-player action with extreme violence to create a superb scrolling beat 'em up. After the stunning Famicom conversion, Amiga owners were expecting big things for their inter-

pretation of the game and, although there are a few bits gone missing during the crossover from coin-op to computer, the overall impression is a job well-done by US Gold and programmers Creative Materials. The coin-op's high definition graphics have been transported excellently to the Amiga, giving the game huge, colourful battles and only a slight drop in speed when a bundle of them are on-screen at any one time. Sound effects are similarly impressive, especially the noise of the underground train as it rattles into the station which is so realistic you'd believe you were standing in King's Cross! For some reason though, the in-game music has been left out of the finished version, which is a shame as it would have added so much to the atmosphere. On coming to play the game, it's noticeable that some of the moves have been omitted from Amiga Final Fight - the hold for one - but to compensate for that there's the inclusion of simultaneous two-player action, something which the wondrous Famicom couldn't handle. Overall Final Fight could be better - but it's very good as it is!

GET ALL TOOLED UP

Not only can Guy, Cody and Haggar punch and kick, they can also do a few nifty things with the weapons lying scattered throughout Metro City. Whilst the knife is good for throwing and close range slashing at enemies, the more useful object is the six-foot length of lead piping which the lads can pick up and swing at the unfortunate Mad Gear boys!

PROFILE OF GUY

GUY b. 8.12.1966



He has mastered the art of Ninjitsu and attacks with unrelenting speed. He often catches his opponents off guard with his special "Off the wall" jump.

SPECIAL MOVE: ROUNDOUSE KICK

PROFILE OF CODY

CODY b. 4.10.1967



He is a martial arts expert and is especially good with his own fists. His girlfriend, Jessica, was kidnapped by the Mad Gear gang.

SPECIAL MOVE: HELICOPTER

REVIEW

UPDATE

With all sorts of conversions under way, Final Fight should be on a machine near you pretty darned soon.

BONUS BATTLING

After completing a level, the player is rewarded with two bonus games. The first has the Final Fighters smashing up a flash car belonging to a member of the Mad Gear gang using either fists, feet or a handy piece of lead piping, while the second game involves walking through a glass factory and smacking up the panes. But watch out: hitting the glass in the wrong place causes it to spin round and smack straight into your face.

Final Fight is probably the most eagerly awaited arcade license this year. The fact that it features almost every level and feature of the original arcade game is a real boon. There are a few notable differences, such as the lack of destructible objects and a couple of missing moves.

The overall effect is slower and less frantic than the arcade version, but it plays smoothly enough. The game itself is a fairly enjoyable romp, featuring much death and destruction as well as a fair old bit of harmless violence. All in all it's a fairly decent conversion of a phenomenal coin-op. Probably a bit too easy for older players though. The arcade two player mode is included and this gives the Amiga version a tremendous advantage over its Famicom counterpart: two players make short work of the bad guys.

FRANK
O'CONNOR

PROFILE OF HAGGAR

HAGGAR B. 22.1943

He is a former champion Street Fighter. He's the boss Mayor of Metro City. He has mastered professional wrestling skills and is expert at the BACK DROP and the PILE DRIVER.

SPECIAL MOVE: HEAD SMASH

AMIGA	
GRAPHICS	88
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79
OVERALL	80

ARCADE ACTION

time traveler

H O L O G R A M

SEGA

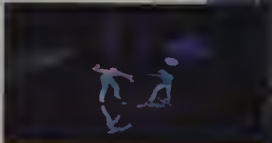
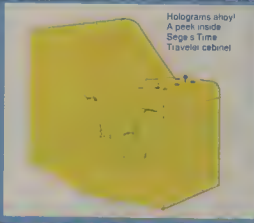
Sega's latest machine is "revolutionary" thanks to the fact that it is the World's first "holographic" coin-op. Well, Sega call it holographic. In fact, no holograms are involved at all - the whole thing is an illusion. Images of five action actors are projected onto a parabolic mirror to give the impression that they're actually 3-dimensional and are walking around inside the glass dome sunk into the front of the machine.

Still, effect is quite neat - even though everything is displayed on a black background the images themselves are quite small and there are horrible distortions if you walk around the machine.

But even though the concept is new, the actual gameplay style is as old as the hills. It's very much in the vein of the early 1980's laserdisk coin-ops, like *Dragon's Lair* and *Astorian Belt*. The player "takes control" of a time travelling cowboy called Marshall Giam, who must travel the chrono-ways of the past, present and future and defeat a bad guy called Vulcor and save Princess Kyla.

This involves battling through a variety of situations by using the joystick and fire button in the right place at the right time. It's very simple and there's even a learning mode to help complete novices get to grips with the action!

Holograms ahoy!
A peek inside
Sega's Time
Traveler cabinet



HOLO-CONTROL

The action is presented as a series of sequences and problems which the player must guide the hero through by moving the joystick left, right, up or down or by pressing the fire button at the correct time during the sequence.

For example, the opening scene sees a cowboy pop up on the hero's left. Press the joystick towards him and fire and the hero will shoot the baddie dead. Get it wrong and the hero gets shot. As the hero progresses through the game, the sequences get more and more complicated (left, right, up, down, left and shoot, etc), but the basic concept remains the same.



HOLO-HAM

Whether it's deliberate or not, the actors who play the roles in the coin-op are about as convincing as planks of wood. Terrible acting is in evidence as the hero battles through different time eras and is accosted by a veritable army of hams - ranging from unconvincing cowboys to unrealistic hooligans from the edge of time. It's real infant school nativity play stuff!

HOLO-ACTION

To complete the game, the player has to successfully negotiate his way through a variety of different time zones. There are about 20 of these, ranging from the 18th to the 26th Century and some are connected to others. What the player must do is pick and compile one time zone at a time and make a route through the time network and reach the baddie on the final 26th century level.



Full marks to Sega for coming up with new technology and an original concept, but sadly I don't think it's going to set the gaming arcade world alight. The problem is that although Time Traveller is very impressive to look at - it certainly pulled crowds of onlookers at the

two Southend arcades where I tested the game - to play, it's a real bore. It's just like the old laserdisc arcade machines of ten years back, only Time Traveller lacks their fantastic animation and hilarious, wacky cartoon humour. Instead, it's very poor, featuring unconvincing "live action" acting and uninspiring situations. The gameplay is very limited and you've got no "real" control over the character. He wanders around under his own steam and you simply have to push the joystick in the right direction at the correct points during the action. This may be OK for lazy players who want everything taken care for them, but as an active player I want more than just a very simple and - at £1.00 a go - expensive reflex test. Time Traveller only really works as a novelty arcade attraction that makes non-playing punters gasp and stare. As a game to play it's simply too dull, too limited and too predictable to be worth more than a couple of goes.

JULIAN RIGNALL



SEGA

GRAPHICS	100
SOUNDS	100
PLAYABILITY	59
LASTABILITY	42

OVERALL 49

FREE MICROSELLADS!!!

(Well nearly) - To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number..... What are you waiting for!

THE MICROSELLS

JAP MEGADRIVE runs all carts, includes Joypad and Arcade Power Stick, 15 great games including John Madden Football, Strider, Super Monaco Grand Prix, in superb condition, all boxed. Bargain £650, worth over £700. Phone Gles on 02655 2102

COMMODORE 64 still boxed with instruction manuals, joystick, Lightgun and £250 worth of games including Turbun, Total Recall, Turbun Badlands, Golden Axe, Monty Python - many more or £150 Phone 0634 408844

PC ENGINE DO ROM cart with 27 games, joystick and pad £485 or swap for Neo Geo Tel 0632 351426

NINTENDO Entertainment System for sale including Control Pad, 2 controllers, Light Gun and 7 great games including Double Dragon 2, Batman, Gun Smoke, Bubble Bobble and others, if interested contact: 0634 00818135

NINTENDO FOR SALE including 2 joystick, light gun and 7 great games, including Double Dragon 2, Batman, Gun Smoke and others, all games are boxed, if for sale price of £145. Call on 0634 403515

ATARI ST 6 months old, boxed as new, comes with joystick, + top games, eg. Guts and Kick Off 2. Bargain at £175 one. Tel: 0266 383519 ask for Neil

SWAP Commodore 64 with an Atari ST will also throw in a Stereo cassette deck, Amstrad and £20

SWAP Commodore 64 has a Master System or Nintendo with some games and pads, my Commodore 64 has 51 games and 2 joysticks. If interested contact: 0223 316266

COMMODORE 64 games for £50 with 51 games worth £100 of software. I swap for 1541 mark 2 disk drive with some games. Tel: 0223 316696 ask for Ken

COMMODORE 64 with 51 games and 2 joysticks, swap for any handheld with less of games. Tel: 0223 316696. Or write to Ken Chung, 47 Achman Street, Cambridge CB4 3HE

COMMODORE 64 with 51 games and 2 joysticks, £55 also stereo cassette deck and amplifier £50 both or £25 each Tel: 0223 316696 ask for Ken

AMSTRAD CPC 464 excellent condition, with colour monitor, over 100 games, voice synthesizer, lightpen 3 joysticks. Please phone: 081 981 9035

COMMODORE 64 £350 - worth of software excellent condition, Phone: Dover 241 030

COMMODORE 64 for sale, 30+ games, all number 1 hit, + 3 joysticks, for £160 or swap for a Sega megadrive. Contact: Darren Joseph on 552 1934

NINTENDO GAME BOY game for sale. A Sega megadrive, Japanese game £15, or swap for Bubble Bobble. Contact: Darren Joseph on 552 1934

ZX SPECTRUM +2 with 70+ games, some number 1 hits, for sale £200 one or swap for sega megadrive. Contact: Darren on 552 1934

SPECTRUM +2 with 2 joysticks and 87 games, phone: 0332 571251 (Derby), will swap for a megadrive

SEGA MASTER SYSTEM for sale, with light gun 2 controllers and 5 top games including Shadow of Operation Wolf and World Cup 90. Sell for £30. Phone: 021 705 9235

SEGA MASTER SYSTEM with 1d games, steering wheel, 3 joysticks £480 Phone: Lee

THE MICROSELLS cont.

Giles: 311 268
SWAP Megadrive Ring Side Angels, Revenge of Shino, Hard Drive, Golden Axe and Tall Tale Stadium Baseball and Duntun, I will swap for any good games. Phone Richard on 0903 764267

WANTED Dynastar Ducks for Amstrad, willing to pay £3. Ask for John Simmons 0543 480857

COMMODORE AMIGA 500 mint condition, still in box, includes 2 joysticks, mouse and lots of games worth £450. Sell for £250 absolute bargain Tel: 0226 35247

PAL MEGADRIVE runs all cartridges, includes 6 games, Super Shiroki, Lakera Via Calica, Fire Shark, Ghouls and Ghosts, Final Bow and Alex Kool. 2 Joysticks. Bargain at only £250 or swap for Amiga 500 Phone: Axl Sheffield 034 706 anytime after 6pm

MEGADRIVE including 5 games, Sonic, Wrestle Wars, etc. Arcade Power Stick plays English/Japanese games - excellent condition £150. Also Super Famicom - as new 4 games, Mario, Pink Fight, Pilot Wings F-Zero £250

Phone: Ryld 0743 354893
PC ENGINE for sale - good condition, 12 cartridges 2 joysticks. Sell for £150 Tel: 0332 323767

SEGA MEGADRIVE with 3 games, including Sonic Hedgehog, Batman, Whiplash + Joypad, Sell for £150. Phone Simon on 0452 500064 or will swap for PC Engine Pal with games phone after 1pm

FOR SALE Nintendo Gameboy with 2 player lead etc. Gameboy 3 Games, Mario Land, Hermie Solar Striker. Telephone: James: 0484 684474

FOR SALE Gameboy for £50, and games. Please Phone: 701 4163 and ask for details

SPECTRUM +2 Good condition, Joystick, over 10d games including Robotcop II, Ninja Remix Ninja Spirit, Double Dragon II, Operation Wolf etc. £110 one. If interested phone Chris on 081 341 1728

SEGA MASTER SYSTEM still boxed as new 9 games including Golden Axe, Wonderboy 3, Light Phaser etc. £160 one. Tel: Mike 0272 633633

SPECTRUM 128K +2 perfect condition, over £210 worth of games + 2 joysticks and interfaces for only £150 one. Tel: 061 945 4668 ask for Andrew

PC ENGINE for sale, immaculate condition. Start 2 joysticks and 3 games including Jackson Chase Super Volleyball, Bombberman and Tales of the Monopash. All for £180 one. Phone: 061 780 8012 ask for Daniel

NINTENDO for sale, with 10 games, Duck Hunt, Super Mario Bros and Super Mario Bros II. Sell for £85 one. Tel: 0904 708320 after 4pm, ask for Peter

GAMEBOY wanted with 100+ + Headphones willing to pay up to £80. Phone Elliot on 061 500 3804

COMMODORE 64 high/phaser joystick, tape deck, 100 top games call after 4pm on 081 578 0664 £50 one

FOR SALE Spectrum +2, excellent condition, over £200 worth of games, including Shiroki, Hammerfall, Oriental Games. It's a great bargain at £110. For Glen: 4 - 4pm on 041 2566241

NINTENDO NES with 3 games, Green Hill 2, Super Mario Bros. Bad Race, Duck Hunt, Probotector and lightgun, and original box, selling for £130. Tel: 0483 754868

FOR SALE Atari 2600 6 games Tennis, Boxing etc, 2 joysticks, control pad, power pack £15, or will swap for Shadow Warriors and Turbun for the

THE MICROSELLS cont.

Commodore 64 cassette, Contact: Paul Harman, 36 Camden Ave, Fairham, Middlesex, TW13 5AZ. DESPERATELY NEED International Match Day, Phone: Tish after 4pm on 0259 503556

SEGA MEGADRIVE Start version, plays all games, mint condition, + 2 joysticks, all under warranty, + Sonic the Hedgehog £190 one. Ring 0527 803480

WANTED Amiga 500, with or without software. Tel: 0257 262452 ask for Robert

SEGA MASTER SYSTEM + 12 games including Call of Duty and Rambo II also light Phaser and joystick, all boxed £150. Ring: 0094 842472 ask for David or Andy

SPECTRUM +2 brilliant condition, light gun and light gun games, £150 worth of games, 2 joysticks Tel: 280 536. Ring after 6pm

SPECTRUM +2 brilliant condition, light gun and light gun games, games worth £450, 2 joysticks, will sell for £200 one. Good for first computer, Ring: 4705 262658 After 6pm ask for Kevin

COMMODORE 64 with disk drive, tape deck including 2 back up carts, joystick, lots of software of disk and tape, lots of magazines £200. Ring: Mickey 051 555 2605

OFFICIAL MEGADRIVE cartridges for sale. Aherad Baser £120, Ghostbusters £20, Seider, Mickey Mouse and Populous £25, John Madden Football and Sonic the Hedgehog £20. Tel: 0471 822681

MEGADRIVE games for sale, Ghouls n Ghosts £25, Dick Tracy £20, Forgotten Worlds £15 and Japanese Street Smart £25, Moonwalker £15. Ring Tom: 0733 557546

MEGADRIVE for sale as new 4 games, Mickey Mouse, Lakera via Calica, Daniel 1, Strider, Pro 1 Joystick and joystick, boxed £210 one. Tel: 0752 556533

SEGA MASTER SYSTEM + 4 good games including Golden Axe, Rastan, Hang-On and Satan Hunt. £50. Phone Trevor on 081 804 2815

SWAP Commodore 128/64, with disk drive and tape deck plus lots of games for Amstrad. Sell for games or sell for £200. Telephone: Andrew on 061 330 2322

JAPANESE MEGADRIVE joystick and arcade power stick, 16 games, boxed £375 or swap for Amiga 100d or Atari ST must have printer and mouse. Phone: 02605 2102 ask for Giles after 4.30pm

NINTENDO DELUXE SET includes robot, gun, two controls plus eight ace games, Megaman II, Batman, Super Mario I and II, Kid Icarus, Trojan, Duck Hunt plus Gyromite. Excellent condition, £180. Phone Dan on 04024 59426

AMSTRAD CPC 484, green screen monitor, Cheadah joystick and games. As new sell £115 one. Call Ben: 0407 74680

PC ENGINE Games for sale. Aherad Baser, Space Harrier, Downcast, Goody Wolf, Dungeon Explorer, Ninja Warriors, £115 each. Oregon, Fighter, Namcot Baseball, £12 each or swap for Megadrive games. Tel: 0322 522575

URGENT SALE PC Engine GT Hardwired, 17 games available. Also PC Engine SCART with two arcade joysticks. Everything perfect condition. Fully boxed. Cash offers only. Phone: 0554 860419

COMMODORE 64, light gun data recorder, 97 games including Gazze 2, Turbun, Subotm, Good condition, sell for £105. Phone: Matthew on 471 699 0850

DIAL-A-NUMBER

0 8 3 9 5 0 0 8 4 8

Calla cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill nek for permission

THE MICROSELLS cont.

NINTENDO board with two joysticks, Super Mario and Double Dragon 2. Sell for £35. Call Guy on 0379 651512

SEGA MEGADRIVE with £350's worth of games, two joysticks, PSU, aerial lead, good condition. Bargain £250. Call 081 422 0719

I WILL SWAP MY SUPER FAMCOM with four games for a SCART English Neo Geo with Magic Lord and Ninja Combat! Phone 0684 875610 and ask for Michael

FOR SALE, ATARI LYNX with one game. 095 Phone 081 551 0061 and ask to Gavin Kingley or write to 8 Wentleydale Avenue, Croydon, Herts, Essex, IG5 0NA

SUPER FAMCOM. Top condition with six games: Microworld, R-Type F-Zero, Pilot Wings, Gradus 3, Darius Tiger, £300 odd. Phone 001 690 2044 and ask for Funi

MEGADRIVE PLUS SIX GAMES, including Streets of Rage, Sonic and Rastan for sale. £190 odd. Phone Patel on 071 622 7424

MEGADRIVE plus Japanese games converter plus five games including Rastan, Alien Storm and Bare Knuckle. Sell for £100 odd or swap for Super Famcom with one game. Phone Patel on 071 622 7424

NINTENDO for £150, two control pads, nine games, sell boxed, £50 or will swap for Megadive with games. Ring 0632 703059 Ask for Craig

SEGA GAME GEAR including two games, Mickey Mouse and Psychic World. Two months old, sell for £100 odd. Phone 0438 74 1453 after 4PM

ATARI LYNX, California Games, Rygar and maine selector. Based as new with guarantee. Sell for £140 odd or swap for Sega Master System with game. Phone 0454 612410

SWAP JAPANESE MEGADRIVE (PAL) with arcade power pack plus five games including Gears, ESWAT, Budokan etc. for best Super Famcom deal. Phone 0608 600 739

TL3 SWAP MY PC ENGINE (PAL) which includes 13 brilliant games plus joystick and three joysticks and more for the best PAL Neo Geo offered. Phone Sieva on 0282 821330

I WILL SELL OR SWAP MY G64 GAMES. They include Unicorn 2, Blood Moon, Chase HQ 2 and many others. Ring 0877 672 147 and ask for Martin

I WILL SWAP AN ATARI LYNX with one game and power supply for two Super Famcom games. Telephone 0787 312 070

COMMODORE 64 GAMES for sale or swap. About 40 games. Contact Ken Cheung on 0223 316096 (Cambridge)

SWAP SEGA MEGADRIVE with 11 games including Super Monaco, Mickey Mouse, Magical Ball, worth over £300 for Amiga 500 with games. Phone Tony on 071 381 8417

COMMODORE 64 GAMES for sale or swap. Call 081 510, boxed 55.00. Contact Ken Cheung on 0223 316096 or write to Ken Cheung, 47 Aldenham St, Cambridge CB4 3HE

ATARI 820 ST FM 30 top games and joystick, £180, or swap for Amiga or Lynx. If you're not interested, you must be Timmy Mallett! Phone 0200 765067

NINTENDO GAME BOY for sale. Seven top titles, including WWF Wrestling, all in excellent condition. Also Nintendo World, all for £200. Telephone Daniel on 0257 462 150 or 0257 462354

COMMODORE 64 for sale, including discassette

THE MICROSELLS cont.

and 25 games. Together worth well over £300 all going for £150. Games include Double Dragon II, Myth, Altered Beast, Batman the Movie, Ghosts and lots more. Phone 081 947 8146

AMSTRAD CPC 6128 colour monitor, disk drive, tape player, Amiface 2 mouse, joysticks, magazines, serious software, 150+ games worth hundreds. Excellent condition, worth over £1000, will sell for £550 odd. Ring 0394 273 974

COMMODORE 64 for sale (new style), 146 games, 15410KB drive, discassette, 8 games on disk including 3D Construction Kit, Project Stealth Fighter, Total Recall, Vandetta and Microprose Soccer. Phone Martin on 0753 545473

COMMODORE 64 for sale (new style), 140 games, 15410KB drive, discassette, 8 games on disk including 3D Construction Kit, Project Stealth Fighter, Total Recall, Vandetta and Microprose Soccer. Phone Martin on 0753 545473

FOR SALE NINTENDO GAME BOY with five games, (Tetris, Gargoyles Quest, Brawl Fighter, Revenge of Geor and Mercenary Force) Link cable, stereo headphones, 12 batteries and carrying pouch. All boxed with instructions. £120 odd. Phone Aylesbury (0925) 322 456

GAMEBOY with 5 games, Tetris, Gargoyles Quest, Brawl Fighter, Revenge of Geor, Mercenary Force, Link cable, stereo headphones, 12 batteries, carry pouch, boxed with instructions. £120 odd. Aylesbury (0925) 322 456

GAMEBOY for sale, Tetris, Mario Land, Golf, good condition, 2 player link up games in boxes worth £130 will sell for £115. Ring Ben anytime after 4pm 081 546 3121

WANTED Amiga 500 no software or extras, must have modchip/modifier phone Jay on 0272 214847

COMMODORE 64 light lance for sale with joystick and ball games + radio control car, Subotek Phone Andrew 065 9256

MEGADRIVE GAMES for exchange. Jap and British games. Megadive games for swap or part exchange. Jap and UK games like Street Smart etc. Megadive games also wanted to buy. Also swap megadive for Famcom Phone Keith 0647 62596

AMIGA 500 with over 80 games sell boxed with 2 joysticks selling for £800 on contact 0612 811 037 ask for Mrs Cole

SEGA MEGADRIVE with joystick 4 games - Sonic, Streets, Eswat and Rastan Angels. Boxed with instructions. Only 4 months old and runs on all games only £150. Phone Michael on 903 2075

WANTED PC Engine portable plus games, good money waiting up to £250. Phone Ben on 0608 665739

GAMEBOY for sale like Tetris, Mario Land, Golf, excellent condition also 2 player link up. All games in boxes worth £130 will sell for £80. Ring Ben anytime after 4pm 081 546 3121

ATARI LYNX boxed 24 new games like Time World, very good condition 30. Phone Stanavage 0438 362827 ask for Richard

COMMODORE 64 computer for sale with cassette recorder 25 or more top games nearly new top titles worth over £300 will sell for £100. Chona Ben after 4pm 081 546 3121

MEGADRIVE all boxed + Panasonic portable Hi-Fi, arcade power pack, Jap/Eng games converter, 6 games and test book and 10 CAVG mags

worth £350 sell for £330. Contact Sacha on 081 741297

THE MICROSELLS cont.

FOR SALE Philips colour monitor, high resolution, only 2 weeks old. Worth £300 Will sell for £200, mmi condition ring Vicky 081 357 4077 Hurry!

SEGA MASTER SYSTEM, 2 good games and 9 games only (Wonderboy 3, Shinobi). Excellent condition, 3 months old and boxed with Instructions. £100 all other offers considered. Phone 10647070 525

SEGA MASTER SYSTEM 15 games including Mickey Mouse, complete with joystick, ST Controller, Jacops, Gargoyles 3 D Gears and games + Rapid Fire Unit, and Light Phaser. Bargain at £225 odd. Tel Ben 0272 525262

100 NES GAMES for £110 Nintendo computer pack includes 2 infra red joystick leads, console etc and 190 games all for only £250 Call Tundi on 254 5186

SEGA MEGADRIVE AND SEGA GAMEGEAR with 10 Shinobi, and megadive with Street Smart, John Maddams and Super Real Soccer ball for Super Famcom Pal or Sact Call Ruben on 081 684 5226

2 MASTER SYSTEMS for sale both with Mickey Mouse only £80. 2 Spectrums for sale both with 80 - 100 games and joystick £200 each. Tel 041 637 5331

AMSTRAD CPC 664 green monitor, modulator, joystick over 200 games like Batman, Midnight Resistance, with Maps, manuals, worth over £200 sell £180 odd. Call Paddockwood 0892 835253

COMMODORE 64 joystick and Loader in great condition, £170 worth of games inc Kick Off 2, Men Unit, Multi Player Soccer and others only £130. Phone 0732 451792 ask for Philip

RETURN OF THE JEDI, TEST DRIVE, Rastan and They Sold A Million Cans, Disk for the Commodore 64 and lots more games available for only £5 each also Teenage Mutant Ninja Turtles for the Nintendo NES £15. Contact Alex on 05800 3812

AMSTRAD GAMES over 60 games for sale include Batman, Chocobusters 2, Star Wars, Advanced Dungeons and Dragons ranging from £1. Ring Michael on 0639 622662

ATARI 800XTM double sided disk drive, joystick, mouse + mail, all inc. Lots of games inc. Robocop II, Chase HQ, and many more £399 odd. 081 665 0241

SEGA MEGADRIVE with 10 games including Aero Blasters, also 3 joysticks inc Arcade Power Stick, everything boxed, 8 months old very good condition, worth £500. Sell for £375 odd or will swap for good Famcom package. Phone Carol on 081 534 7567

SPECTRUM GAMES for sale over 300 like prices range from 50p to £7 and SAE for full list to Kenny Young, 14 Cornflower Close, Southampton SO2 6SN

AMIGA 800 for sale includes 1 mag upgrade, mouse, joystick, TV modulator, and £1600 of software good as new and still boxed will sell for £300 03654 3636

NINTENDO with Wrestling, Tetris, Batman and Donkey Kong 3. £120 odd or will swap for lots Megadive games or eight Game Boy games or Game Gear and game. 081 740 1803

NINTENDO GAMES FOR SALE Gu Gu Land, Stealth ATF and Balloon Fight. Also NES Moust Hand Controllers and NES Advantage joystick. Ring Michael on 0639 822222

JAPANESE MEGADRIVE with Sonic the Hedgehog and Whistle War, with extra joystick

DIAL-A-NUMBER

0839500848

Calla cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

Included. Excellent condition, genuine reason for sale. £130, Call 0277 515592

BRAND NEW NINTENDO MAG with latest reviews and a chance to review games of our own. Big tape section with your tips and ours. Call Michael on 0530 822652

PC ENGINE HANDHELD with four games £250.00 all as new. 0815200 0055

PC ENGINE GT HANDHELD with one game and transformer. Mint condition, only £200. Contact Nick on 0703 452927.

SEGA MASTER SYSTEM AR boxed with control stick and 2 control pads, 5 games including Moonwalker and World Soccer. Sell for £60. Tel 0797 335419

WANTED Lynx or Gameboy with 4 games, will swap Nintendo NES with games worth £150 or Commodore 64 with games and Joytick worth £350. Tel 0772 824508 ask for Ben

NINTENDO GAMES CONSOLE + Zapper Pythons 2. Joystick also Duck Tails, Trick n Teils 2, Super Mario Bros, Duck Hunt and Exotic Bike, excellent condition. Cost £220 Sell for £180. Phone 0380 721475 weekdays after 4pm

AMSTRAD 3PC with screen monitor over 50 games, worth £500 ask for £100-£120. Tel: 061 273248 ask for Tony

FOR SALE Megadrive games, inc Sonic the Hedgehog and many one each game for only £20, or swap for Amiga gear or Lynx games. Phone Dave on 081 560 0094

AMSTRAD GX4000 for sale with 2 control pads, and burning Rubber cartridge in original packaging and complete with manuals. Bargain at only £50. Tel: 081 450 8200

WANTED Gameboy games will buy or swap if interested phone Paul on Bradford 0774 401805

MEGADRIVE with 6 games including Sonic, 4 months old with Complete Guide to Consoles books 1-4. Will swap for Amiga 500 if must have 1 mega upgrade and mouse, no games needed or wanted. Ring Neil Cook on 081 558 7976

WALKMAN £55 with earphones and pocket radio £10, or £50 for all and a choice between Zeiss and Turlin £15 each or both for £20. Phone 071 427 4610 and ask for Jim

FOR SALE or swap 6 megadrive games inc Shadow Saker, Everest, Monaco, Golden Axe, DJ Boy, Tairuin, or will swap for Gamegear, offers considered. Phone David on 0819560094

WANTED Who Framed Roger Rabbit instruction booklet for Amiga 500 will pay £7 mark. Tel: Telford 0912 432263 after 6pm

SWAP Super Mario World or Alley Way for any decent game for the Gameboy. Phone Mark Wright on 021 423 3371

SPECTRUM 128K +2 for sale, light gun, joystick and about 200 great games including Power Up, Shadow of the Beast, Golden Axe, 30 mags if you buy now. £244 722157

ATARI 524 STFM £500 worth software inc Lotus, Men Up Europe etc. 2 Joysticks, mouse, disk box. Immaculate condition worth £800 selling for £250 and Phone 0378 17252 ask for Keith

FOR SALE Sega megadrive, with 2 joysticks, 1 Turbo Ramp, 5 games inc Mickey Mouse Sonic the Hedgehog, and Friends of Shindai, Aero Blaster and Whistle Wars. Will sell for £350 or swap for Super Famicom with 2 games.

Tel: 0504 43617 ask for Rory

FOR SALE Sega megadrive Pal nina all carts, with

THE MICROSELLS cont.

2 joysticks, 1 Rapid Fire, 5 games inc Sonic the Hedgehog, Mickey Mouse, Aero Blaster, Revenge of Shinobi and Whistle Wars. Will sell for £275 - £300 or swap for Super Famicom Pal with Mario 4 and Final Fight. Tel: 0504 43617 and ask for Rory

NINTENDO GAMEBOY 5 games. Tetris, Revenge of Gator, Bunt Fighter, Mercenary Force, Video Link, Stereo Headphones, 12 batteries and carry pouch. £120 inc. Tel: Aylesbury 0298 392406 ask for Dean

FOR SALE 4 Amiga games - The Immortals, Chambers of Shaolin, Ninja Warriors and Warhead, £12 each or swap for Gameboy. Tel 0792 775671 ask for Chris

ATARI STE includes 2 Joystick, all manuals and over 40 games including Apache Gunship, Speedball 2. Sell for £510. Phone 081 947 8172

AMSTRAD CPC 464 computer with green screen monitor and games inc, Dragon Ninja, Robocop + Operation Wolf + Joytick. In very condition, £120. Please contact Mark on 0703 444208

SEGA MEGADRIVE boxed with 2 joysticks and 7 top games, £280 or swap for Amiga Pal with 1 game. Tel: 0533 715116 ask for Abrah

FOR SALE Spectrum 128K +2 excellent condition over £150 worth of games inc. Graemline 2, Robocop and Back to the Future 2, complete with hand manual, its a bargain at only £5

SUPER FAMICOM SCART for sale with 4 games and 2 pads, still under guarantee, and boxed has the best scart modification around for only £200 or ring: 056 2088 weekdays after 6pm

SWAP megadrive (Pal) and Game Gear (all carts) + games inc Fantastic, Sonic, VG Shinobi for Famicom (Pal) + any game. Phone 0703 750264 evenings

NINTENDO for sale, comes with Zapper Robot, 2 controllers and 3 games, Bargain £120 or will swap for Gameboy with 3 or 4 games, Phone 051 220 0068 ask for Gary

2 GAMEBOY GAMES to swap or ask, Alley Way and Turfies Fall of the Foot Clan. Phone 0453 866952 ask for Matthew

64 games for sale, all under £4 each, games inc. Creams, Sway, Super Monaco, Lotus Exotic and many more, Navy Seals and Chase HQ 2 both on cartridge, £10 each Tel Andy on. 0482 640369

SELL Gameboy and games, Lynx with Road Blaster and Ninja Gaiden, Only £160 one worth £220, will swap for Game Gear and game. Phone 071 1692 5370 ask for Clinton

NINTENDO Gameboy for sale, Great condition with Tetris and Golf, packaged as new including Headphones and 2 player link up, free entry form for club Nintendo and new batteries. Worth £30 yours for just £80 great Bargain. Phone 0608 677200

FOR SALE Spectrum 128K +2 excellent condition over £150 worth of games including Robocop, Back to the Future 2, complete with hand manual, its a bargain at only £100. Phone Derran on 081 253 4258

MEGADRIVE Japanese Pal, boxed very good condition 8 games including - Super Monaco GP and Afterburner 2, Arcade Power Stick with Rapid Fire, Worth £380 sell for £250. Phone 061 597 8714 ask for Richard

NINTENDO Gameboy for sale includes Headphones, Double Link, New batteries, with Tetris, Robocop, Gargoyles Quest, Super Mario

THE MICROSELLS cont.

Land, all boxed, in excellent condition ring 0782 52222 ask for Richard

NINTENDO GAMEBOY for sale includes Headphones, Batteries, Double Link, Tetris all boxed, includes 4 games, Robocop, Gargoyles Quest, Super Mario Land, all in excellent condition sell for £30 ask for Richard on 0782 522220 or swap for English Megadrive with 2 games and Joypad

GAMEBOY with 8 games including WWI, Gears 2 and Batman, boxed as new with 2 player lead, only 1 month old £140 one. Phone Colin on 0688 60652 excellent condition

MEGADRIVE with 3 sets Japanese pal version, good condition, 6 games including Monaco GP, Afterburner 2, Arcade Power Stick, Worth £380 sell for £250. Phone 081 397 9704 after 4pm, ask for Richard

AMSTRAD CPC 464 with colour monitor in excellent condition with £500 worth of software including - Lotus, Berman, XBox and XBox Off Bargain at £350 Ring 0730 85426 at 4 - 7pm at weekends and ask for Dee for quick sale

NINTENDO boxed in top condition, with 2 pads and 4 games, bargain for quick sale £100 Phone 081 854 3538 ask for Andy

ATARI LYNX excellent condition, with 6 games including Ninja Gaiden and Road Blaster, swap for Megadrive Pal with games or sell for £170 Tel: 0344 777571

MULTIPLAX 3 for spectrum - C, used twice worth £25, will sell for £25, contact Matthew after 7pm on 0484 540030

SWAP Good Hi-Fi for Megadrive with games and more. 0508 373433 ask for Mark

AMSTRAD CPC 128K comes with colour monitor, 1 joystick, 70 games £300 worth, cassette and disk drive and leads, cost £390, if interested phone 081 546 7161

ATARI LYNX for sale boxed, mint condition, full pack with California games, PSU and controls, £100 one to swap for a Pal Megadrive Tel: 0792 553294

COMMODORE 64 Superb condition, Joystick, boxed, £200 or more worth of games, including - Creams, Golden Axe and Nark, all sealed, manual, Datasheet, worth £350, sell for only £120. Tel: 0204 747350 ask for Greg

YAMAHA PSR140 Keyboard, 5 drums, 100 voices, 10 different rhythm selection, hardly used all boxed with relevant PSU and leads, only £50 Tel: 0204 707330 ask for Craig

WANTED Gynoug Zero Wing, or Aero Blaster for Megadrive. Swap or buy. Phone: 0647 62648 ask for Keith. Other megadrive games also wanted

AMSTRAD GX 4000 5 games, Pang, Robocop 2, Switchblade, Pro Tennis Tour, Bunting Rubber Whole lot worth £225. All boxed, mint condition, Total bargain at £120. Paul Wilson, Welford Garden City 0707 532962

IMMACULATE SPECTRUM 48K ideas of games such as Robocop, Berman, R-Type, Cassette Recorder, Manual, magazine, mint condition, complete Bargain £25. Paul Wilson Welford Garden City 0707 320382

WANTED Amiga 500 with mouse and modulator with 10 games of extras, phone Jay on: 0277 216447 533992

SPECTRUM 48K for sale, mucky and a bit wrecked, but still works, 1 game £25 one, Good hey. Contact John or Neil or Yas Tel: 0293 69563

DIAL - A - N - A - D - N - U - M - B - E - R

0 8 3 9 5 0 0 8 4 8

Call cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

Amiga 500 hardly used. With some games including Speedball 2 Killing Cloud Xenon 2 & more. Also has mouse mat & other extras. Bargain at £265. Phone Leighton on (0202) 762344

Gameboy 2 month old Carry case Tetris and Double Dragon board. Swap for Atari Lynx. Phone Daniel 0825 672

Commodore 64 6 months old. Over 20 magazine 3 joystick 100+ games inc. Turbicon Turbicon 2 Crusades Myth etc. All for £150 o/n o. Also for sale 68-37 encoder table £25 o/n o. 0746 0806

Amstrad CPC 484 Green monitor and keyboard. Two joystick one a/c. Approx 150 games including Outrun and Greenfins 2. Also head alignment tape and cassette cleaner. All in good condition. Only £250 Tel. Brimley 28844

Atari STs for sale including mouse joystick and over £250 worth of software including Shadow Warriors. Only 1 year old. Phone 0202 471875

Pal PC Engine CD ROM 5 joystick and over 20 good games. Worth £1000+ sell for just £420 or will consider offers. Based and in good condition. Tel. 061 947 0150 ask for Jean Paul

Sell Atari ST original games latest such as Defender 2 Darkman etc. Send for list. Julie Kosman, Kumpu 38700 Suffolk, Finrod

Commodore 64 (cassette) Light gun pack with kit. Over 20 games price £175 o/n o. Call 0004 811140 after 4PM

Sega Master system with 2 control pads 13 games including Mickey Mouse Wonder Boy 3 Psycho Fox and Alex Kidd in Shinobi World. Also light Phaser gun with 3 games in combo cassette £200 Tel 0730 350256

Atari ST Games Speedball 2 Kick Off 2 Platinum Complex Operation Thunderbolt Unleashables £10 each. The One issues 0,1,2,11,12,15-16,33,30 including coverdisks. Tel. Belfast 0550240

FAMICOM (PAL) with advanced colour upgrade + Final Fight + F-Zero £310 ono. Amstrad games for sale over £300 worth of good original titles bargain at £40 ono. Remember offers welcome. Call 061-541-1101 between 12am-6pm

NINTENDO GAMES for sale. Duck Tales, Batman Turtles, Robocop £25. Ruff'n'Knock, Punch Out, Super Mario, £20, Skate Or Die £15. Phone 0206 82 4208

ATARI LYNX (boxed), includes Comlynx, Adaptor, Batteries + charger etc and 7 games. Gates of Zendeon, Zakor Mercenary, Paperboy, all in VGC, sell for £160, contact: Mark (0483) 39242 (Gulford) buyer test and collect or could post. Hurry Hurry

AMSTRAD CPC 6128, with colour monitor, joystick and joystick, plus £230 worth of games, Powerlith etc. First £200 secure. Tel 0222 556181 ask for Jeanne

NEW SUPER FAMICOM Pal + 3 games including R-Type, F-Zero, Pilot Wings, Mario World. Only \$800. Write to: Plot Mingo, Woodford Farm, Meddon Road, Staplehurst, Kent, TN12 0RH

SPECTRUM + 2 with Navigator joystick, AMK mouse (Worth £85) 15 demo tapes, 14 Spectrum mags, £220 worth of top games, Extra power pack and different bat. Worth over £470, first £200 secure. Phone Lee on 0452 421147 (Gloucester)

64s with cassette deck 2 joystick, light gun, manual, books and over £300 worth of games inc

THE MICROSELLS cont.

North and South, Robocop Turbicon, Golden Ace and many more. Worth £1000 Accept £200 ono, TEL 0246 270 486

ATARI ST - Boxed with books, magazines and games, Virus, Xenon etc. Also 1st World + Excellent condition, £180 ono, Phone 0564-544086

CM TAPE GAMES, Large selection, for list send S.A.E. to J. Holton, 10 Broad Leaze, Hook, Hants RG27 9PF

AMIGA 500, A501, 2nd Drive, 8033 colour stereo monitor, software joystick. All in pristine condition £400 ono. Telephone (0734) 733010

I WILL SWAP my C64 + Joystick + games, Games inc: Nuts, Creatures, Turbicon 2, Spider 2, U N Squadron, and £50 for an Atari 520 with games or an Amiga with game(s). Interested phone Mark on 081 788 6802 bear offer accepted

PC ENGINE HANDHELD for sale with 2 games, Good condition, 1 week old £200 ono, phone Whay (0265) 81661

SPECTRUM 48k disk drive, multi-disc, 3, 2 good joystick, £500 worth of games on tape and disk, tape recorder, light gun, all worth £1'500. Bargain at £295. Phone Matthew on Devizes (0260) 850586

SEGA MEGADRIPE, for sale, UK Versions all relevant levels. Includes joystick, Mickey Mouse, Spider, Battle Squadron and Altered Beast. Worth £300 sell for £200 or swap for Atari 520 ST. TEL 0247 21730, and ask for Richard or James

WES NINTENDO v c 64 games as new 4 games, Simons Quest, SMG 2, Turles, Megaman 2, £30.00. Ring stephen 0480 73464

ATARI LYNX in good condition, plus PSU, Comlynx, California Games, Gauntlet 3, £75 the lot. Contact don on 0473 684233

COMMOODORE 64 CONSOLE for sale, Comes with 5 games inc. Robocop 2, Excellent condition, 1 joystick, all leads C86 ono. TEL 07897722

ATARI STFM 1 mag drive with 30 games + joystick. Excellent condition, boxed £180 ono. Phone 0623 513758

PC ENGINE with 4 games, good condition. Only £140 ono, phone 0623 513758

SPECTRUM 48K with joystick, loads of magazines with tapes, 70+ games, bargain £70. Phone Michel on 0202 302793

COMMOODORE 64C Nightmoves pack, tape deck, 2 joystick, action replay MK6 cartridge, over £150 of new software like In Robocop 2, Turbicon, Turtles various magazines with coverpages, nearly brand new, excellent condition, boxed, worth over £350, Bargain £200. 0624 275749

SPECTRUM 48K, with Interface 2, Spectrum 2 joystick, Hundreds of pounds worth of software, magazines, all leads etc, plus a computer desk unit, quick sale required, hence £200!!!!!! contact Greg at work on 071-281-6222 ext 2137

PC ENGINE PAL for sale with joystick, joystick, 2 player adaptor, 7 games including R-Type Spastarhouse Devil Crush and Motorhead 2, excellent condition don't miss out for £250 ono, Phone (0842) 715144

CONVERTED N.E.S. for sale US and UK compatible includes SM63, SM63, magلمان, tennis, bionic commando, turtles, maelord, old karate 2, joystick, joystick, 2 infra-red joysticks, worth £500. Offers between £250 to £300 accepted, 6 months old still boxed. Phone (0236) 28102

NINTENDO FOR SALE, with 4 games including, Snake Rattle and roll, Megaman 2. Excellent

THE MICROSELLS cont.

condition with box, Phone Robert (0473) 250752

NINTENDO GAMEBOY, 8 games including Double Dragon and Mario, Power supply, Gameligh, Sound Booster and batteries. Nintendo console included with Turtles and accessories, £200ono call Adrian on 021-783-7635

MEGADRIPE + Panasonic portable stereo for sale. Altered Beast, Super shinobi, Ghouls 'n Ghosts Dynastix Dyrta, Dick Tracy, Spider + JoyJoy Games converter, arcade power stick, tape book. Worth £860. Sell for £320. Call Sasha on 091-741-2972

PC ENGINE SCART in excellent working order with 3 games including Download A Ninja Spirit, Bargain £100 no offers. TEL 0282 51 1678

BOXED JAPANESE PAL MEGADRIPE, controller, scart lead, Spider, Golden Ace, Super Shinobi, D.J. boy, cost £270 sell for £175. Also Boxed PAL PC Engine, controller, cost £170 sell for £130, john (0820) 30350

MEGADRIPE, Japanese version, Boxed as new + joystick, Power deck, Altered Beast, Super Shinobi, Tetsurin - Bargain - £130 ono telephone Andy 0643 201595

C64 (NEW STYLE) for sale, Cassette deck and over 100 games, including Robocop, Altered Beast, Wolf, Kick Off, Barbarian 1 + 2. Also a mouse. All this for just £150, Contact Gary on (0768) 226572

ATARI STFM, inc 1 joystick over 55 games including Kick Off 2, Rainbow Islands and many more. Includes mouse, multi-disc + all leads, v c c worth £500 sell for £300. Phone Charlie (0627) 20559 after 6pm

AMIGA 500, Unworned present in excellent condition with a good selection of software including speedball 2, Golden Ace, Cavalier, Killing Cloud, Xenon 2 & more, also has mouse + mouse mat. Sell for £315. Phone Leighton on (0202) 762344

MEGADRIPE for sale, 8 games including Sonic the Hedgehog, Healtie, Altered Robo Kid, Golden Ace, Altered Beast, World Soccer, Super Spaceball, 2 Joysticks £250 or swap for Amiga 500 with games contact Andrew on 081 681 4686 between 4pm and 6pm

AMSTRAD 464 PLUS, colour monitor, joystick, controller and software, magazines, a light mouse old, worth around £900 will sell for £470 ono. Phone Charlie 021 451 6079 between 5pm and 6pm

AMIGA Games, Robocop 2, Nightbeard (Action game), Turbicon, Midnight Resistance all from £10 and up, ask for Geoffrey on 061 448 4778. (I will pay for postage) phone any time after 4.30 pm (except residents)

COMMOODORE 64, disk controller wanted. Send letter or disk to drive, 14 Pelham Street, Ilkerton, Derbyshire DE7 5AF, All letters answered.

SEGA MEGADRIPE for sale boxed and guaranteed, 10 games including Sonic the Hedgehog, Wholes Wares and PGA Tour Golf, Turbo Jockey, £250 or swap for Super Famicom with no games. Phone Matthew on 0204 300697 after 5pm

AMIGA 500 with mouse, over £500 worth of games including, Ghouls 'n Goblins, Sly Spy, Turtles, Rainbow Island and many many more, Worth well over £1000 sell for £420 or nearest offer. Phone Bradford 545436 after 4pm

GET YOUR GEAR HERE!



TOMB OF DEATH

CAN YOU SURVIVE IN THE SCARIEST LAZARUS
HOPES THE BLOODY DEAD? CHALLENGE
YOURSELF TO THE TOMB OF DEATH! A CHALLENGE
NOT TO BE TAKEN LIGHTLY!

0898 100 625

C11 - 0898 100 625 - 0898 100 625
Call now! 0898 100 625 - 0898 100 625

MEGA DRIVE OWNERS

Exchange used for used for you. C11 used for new for C11 only the
cheapest & best way to go.
Quoted with all. Business Deal, Extra Vix Colours,
Saves the Nightingale.

We also buy and sell games.
Just send your old and new Mega drive, PO Box 128, Letchworth, Herts SG11 2JL
A&M C11 per game. Phone 0898 100 625 to confirm availability.
All games tested and returned in full case post. Open Mon - Sat 10am - 5pm

COMPUTER REPAIRS

**FROM £15 + PARTS + VAT.
90 DAY WARRANTY
WE ALSO STOCK GAMES ON
CARTRIDGE AND DISK**

**COMPUTERBASE
CRADOCK STREET,
LOUGHBOROUGH,
LEICS, LE11 1AH**

ATARI ST/AMIGA

GEMINI'S REVIEW OF PURCHASE

TRY before you BUY

All from 15% off all software

Guaranteed Originals

Top 30 Titles always available

Public Domain C, Windows and Swapshop
Please send me **LAUREL S.A.E.** Plus 35p postage
(including travel) to
Gemini Software Reviews (DEPT CVD)
Gardiner & 43 Kingsnorth Road
Aldford & KENT TN23 2NZ

DMC's CONSOLES

Model	Price	Model	Price	Model	Price
Atari 2600	£15.00	Atari 5200	£25.00	Atari 7800	£35.00
Atari 2600 II	£15.00	Atari 5200 II	£25.00	Atari 7800 II	£35.00
Atari 2600 III	£15.00	Atari 5200 III	£25.00	Atari 7800 III	£35.00
Atari 2600 IV	£15.00	Atari 5200 IV	£25.00	Atari 7800 IV	£35.00
Atari 2600 V	£15.00	Atari 5200 V	£25.00	Atari 7800 V	£35.00
Atari 2600 VI	£15.00	Atari 5200 VI	£25.00	Atari 7800 VI	£35.00
Atari 2600 VII	£15.00	Atari 5200 VII	£25.00	Atari 7800 VII	£35.00
Atari 2600 VIII	£15.00	Atari 5200 VIII	£25.00	Atari 7800 VIII	£35.00
Atari 2600 IX	£15.00	Atari 5200 IX	£25.00	Atari 7800 IX	£35.00
Atari 2600 X	£15.00	Atari 5200 X	£25.00	Atari 7800 X	£35.00

Note: Includes 721 pinout 1 Day used & 1 month warranty. All prices are in £.

WIN £100 and a CD
NAUGHTY TRIVIA QUIZ
0839 03 03 28

ROCK TRIVIA QUIZ
0839 03 03 26

FOOTBALL TRIVIA QUIZ
0839 03 03 27

Get 100 500 credit free & 500 other items
Current PO Box 3000 London N20 1JL
Please ask permission before you call

THE DEALER DIRECTORY

BEDFORDSHIRE

FAXMINSTER LTD
18 Church Street, Dunstable,
Bedfordshire LU5 4RU,
0582 475474

BUCKINGHAMSHIRE

SOFTLY
55 Dear Walk, Shopping Building,
Millon Keynes
0908 670620

CAMBRIDGESHIRE

LOGIC SALES LTD
8 Midgate
Peterborough PE1 1TN
0733 49696

CORNWALL

TRURO MICRO LTD
Bridge House, New Bridge Street,
Truro, Cornwall, TR1 2AA
0872 40043

DEVON

FLAGSTAR COMPUTERS LTD
Totnes Computer Centre, 1 Apple Lane,
High St., Totnes, South Devon
0803 865520

ESSEX

THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 33/34, Farnham Shopping Hall,
Market Place, Romford, Essex
0708 744338
THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units B19, Pavilion Building,
Lakeland Shopping Centre,
West Thurrock, Grays,
Essex RM16 1WT
0708 690800
THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
205 St Mary's Lane,
Upminster
Essex
Tel 0708 640500

GLOUCESTERSHIRE

THE CARTRIDGE FAMILY
151 High Street, Tewkesbury,
Gloucestershire
0684 290097

HERTFORDSHIRE

FAXMINSTER LTD
25 Market Square, Hemel Hempstead
0442 255044
GAMESKEEPER
10 Station Road, Letchworth, Herts
0462 672647

HERTFORDSHIRE Cont.

LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts
0992 25323

LONDON

EROL COMPUTERS
125 High Street, Walthamstow,
081-520 7703
LOGIC SALES LTD
19 The Broadway, Southgate,
London, N14 6PH
081-882 4942
SOFTWARE CHOICE
Units 5/6/7 Insphouse
71-73 The Mall, Stratford,
London, E15
081 519 0266
THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
c/o Shopping World, 258 High Street
Walthamstow, London E17
081-503 6633

LEICESTERSHIRE

K C COMPUTER EMP
37 Priolo Gales,
Loughborough,
Leics LE11 1TQ
0509 211799
Fax 0509 881600

STAFFORDSHIRE

FOSTERS
59 Tamworth Street, Lichfield,
Staffs WS13 6JW
0543 262341

WALES

SOFTCENTRE
28/30 The Parada
Cwmbran Town Centre, Cwmbran
06333 88131

WEST MIDLANDS

SOFTWARE SERVICES
278 Vicarage Rd., Kings Heath,
Birmingham B14 7NH
021-441 1871

USE YOUR WITS TO BEAT THE COMPUTER

QUICKFIRE!

win
a pocket
colour TV

The fastest &
funniest trivia
game on your phone!

call now

0839 44 22 68

to get a copy of this game & a free colour TV
Current PO Box 3000 London N20 1JL

COMPUTER REPAIRS

Mega drive
Commodore 64
Commodore Amiga
Spectrum
Atari ST520 also
1 Meg upgrade
Amstrad
Vic 20

FREE ESTIMATES
3 MONTH WARRANTY

Contact
A/VC Unit 55, Kahocia Business Park,
(off Devonshire Street) Airdwick
Manchester M12 4AH
Telephone for an Estimate 061-273 8772

ACE

- AMIGA •
- PC • ST •
- MEGADRIVE •
- GAMEBOY •
- LYNX •
- SUPER •
- FAMICOM •

ADVANCED COMPUTER ENTERTAINMENT

AMIGA EXCLUSIVE LOTUS 2

**INSIDE
10 PAGES**
Of Console
Reviews!

Gremlin's gas guzzlin'
limit breakin' tyre
squealin' SEQUEL!

CHOPPER ASSAULT!

Core's Thunderhawk
outguns the enemy.

**OUT
NOW**

BALLS!

Jimmy White's
Whirlwind Snooker.

EXCLUSIVE! BULLFROGGER

Amazing secrets from the
PowerMonger team.

TRICKS 'n' TACTICS

Playguides, pokes and cheats for:
Gods, Monkey Island,
Super Mario World, Space Quest IV,
Prince of Persia, Strider.

LATEST TITLES PREVIEWED & REVIEWED INCLUDING: EYE OF THE STORM, MEGATWINS, THUNDERHAWK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLE, CENTURION, ALIEN STORM, RAUPTTI ISLAND, REAST BUSTERS, ELB, WILD WHEELS, HATRIE, D-LOC, HALLET WARE, PACMAN, MYCHIC WORLD, R-TYPE II & SUPER R-TYPE PACE OFF ...AND MANY, MANY MORE!

"COMPUTER HELPLINE"

FRUSTRATED, GETTING ANNOYED,
CAN'T FINISH YOUR FAVOURITE GAME.
NOT TO WORRY. ALL THE ADVENTURE
SOLUTIONS, POKES, CHEATS YOU NEED.
SIMPLY PHONE:-

0839 654207

ONLY 2 MINUTES TO HEAR ALL SELECTIONS
ALSO FREE TOP 10 COMPUTER GAMES. UPDATED
WEEKLY

CALLS COST 36P MIN CHEAP, 48P OTHER TIMES

VIDEO GAME CENTRE

870 WIMBORNE ROAD, BOURNEMOUTH, BH9 2DR

MEGA DRIVE UKUSA	MEGA DRIVE JAP	GAMEBOY
E.A. Ice Hockey	Strider	24.99
Street of Rage	Shadow Dancer	24.99
Fantasia	Golden Axe	24.99
Spindemon	Halflife	24.99
Gene's Hurling	Outrun	24.99
Turcan	Devilance	24.99
Road Rash	Megaride	24.99
Alien Storm	ATARI LYNX	24.99
Fantasy Star III	Pan Lord	24.99
Onslaught	Ninja Gaiden	24.99
Skulland	Chaos	24.99
Ulti Sub Attack	Wastu	24.99
Street Smart	A.P. II	24.99
Wardner	Canary Pouch	24.99
Halfline	Kil Case	24.99
Thunderforce III	Screen Guard	24.99

SEND S.A.E. FOR FULL PRICE LIST

VISA

TEL/FAX 0202 527314

DOES YOUR ADVERTISING WORK AS HARD AS IT SHOULD?

C&VG has a circulation of 90,171, on
average 2.5 people get to read each copy
of C&VG that's sold giving a total
readership figure of 225,427. With the
Christmas sales period being the most
important can you afford to miss 225,000
buyers?

Call Greg on 071 251 6222 ext 2137 to
discuss advertising in the November issue

WANTED



DEAD
OR
ALIVE

USE YOUR
VOICE
TO
OUTDRAW
THE
GUNFIGHTER

CASH PRIZES

**0898
31 3590**

ALIENS



Can You
Kill
The
ALIENS
For
CASH
PRIZES

**0898
31 3573**

INFORMAL POLICE 36 L31 4th Call charges 34p Per Min Cheap 45p Per Min All Other Times

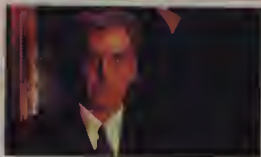
ADVERTISEMENT INDEX

ACTIVISION.....	59	MYL.....	84
ACTIVISION.....	30 & 31	OCEAN.....	IFC
ANCO.....	IBC	OCEAN.....	34 & 35
BROADSYSTEMS.....	84	OCEAN.....	103
CES.....	77	OCEAN.....	47
COMPUTER HELPLINE.....	122	OFFTRON.....	76
DOMARK.....	69	PETER JAMES.....	76
DOMARK.....	99	PRESTON GAMES.....	82
GREMLIN.....	119	SOFTWARE CITY.....	86
GUIDING LIGHT.....	76	SEGA.....	15
GAMES GALORE.....	78	SEGA.....	93
GAMEZONE.....	69	SHEKHANA.....	48
HARTSCROST.....	76	TELEGAMES.....	84
ICE.....	77	US GOLD.....	81
INFORMATION VENDORS.....	64	US GOLD.....	82
JAPAN CENTRE.....	77	US GOLD.....	27
JOKELINE.....	77	US GOLD.....	22 & 23
KC COMPUTERS.....	81	VOICELINE.....	124
LEARN.....	75	VIRGIN.....	7
MEGAPHONE.....	126	VIRGIN.....	11
MICROPHONE.....	13	VIDEO GAME CENTRE.....	122
MINDSCAPE.....	57		

Ninja. The ancient Japanese school of stealth, assassination and groovy black outfits. Ninja have long held a fascination for the gamas playing public and appear in one form or another, in almost every beat 'em up since the genre began. System 3 have finally announced an Amiga version of their 64 classic. The game is an isometric 3D arcade adventure, featuring a plethora of puzzles, problems and whirling Ninja death squads. There are several levels to negotiate, with each level having one of the elements as a theme. Fire, air and water are predictable enough, but the final showdown takes place in an area called the Void. This looks suspiciously like space, although quite what a Ninja warrior is doing in the blackness of space, is a bit of a mystery. The puzzle element is strong, with your Ninja having to collect materials and tools in order to progress. Weapons, extra lives and bonuses are scattered throughout the terrain, so there's certainly lots to see and do. We wait with bated breath.

VERSION
AMIGA

DATE
TBA



All those nice Italians, like the ones in the Cometto and Ragù adverts, will be horrified to discover that a small percentage of the Italian community have been a bit naughty. The range of their mischievous antics extends to extortion, drug running and callous murder. These are almost certainly pranks which merit a severe spanking and the immediate withdrawal of pocket money. Mario Puzo's epic account of these cheeky japes has now been transformed into an arcade style game from US Gold. The game takes the form of a horizontally scrolling platform shoot 'em up and apparently features some rather extraordinary graphics. In style, the game will be somewhat reminiscent of Rolling Thunder and will contain nine levels of blasting action. Extensive use of sampled sound effects should help the game's atmosphere and a hint of strategy will creep into the proceedings. Lots of hidden features and bonuses are there for you to discover and an icon driven panel smooths out the more complex aspects of gameplay. The game has scenes from all three Godfather films and there are tons of greasy dangerous looking Italians to blow away.

VERSION

DATE

PRICE

PC
AMIGA
ST

TBA
TBA
TBA

£ TBA
£ TBA
£ TBA



WIN A DJ SYSTEM!



THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DECKS, MIXER, CD PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

0898 404636

WIN A GAME GEAR!



0898 404636

WIN AN AMIGA 500 SYSTEM!



0898 404637

WIN A HONDA BIKE!



0898 404638

WIN A RADIO CONTROL HONDA BIKE!

0898 404639



POCKET THIS 6 FOOT POOL TABLE!



0898 404634

INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME! WITH 14 DIFFERENT CIRCUITS TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THIS MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVEN SEAT AND CALL NOW!



Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners list send SAE to: Poplux, PO Box 2065, London, W12 9JH. Average call length is 5.5 minutes. Calls are more expensive than normal so ask permission before you phone.

COOL CROC TWINE

EMPIRE

Take a couple of cule 'n' crazy crocs, drop them in at the deep end and let the fun begin! Now here's something very different indeed - a sort of climbing, flying, bouncing platform spectacular courtesy of Empire. Our Cool Crocs find themselves in all sorts of trouble as they attempt to head butt their way out of trouble by bouncing around screen after screen. With a style of gameplay all of its own, tons of bonuses and some darned cule crocs, we reckon this one could be a little bit special. So take a gander at these screen snaps (sorry) and watch out for the full lowdown soon!

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
PC	TBA	£ TBA
ST	TBA	£ TBA
C64	TBA	£ TBA

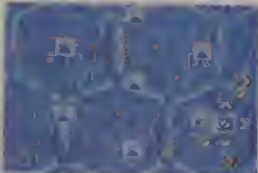


PREVIEW

VOLFIED

ENTERTAINMENT INTERNATIONAL

As you read this, Elsie beavering away on their home computer conversions of Taito's Qix-ish mini classic. Already a blimmin' good game on the Megadrive, Volfied casts you in the role of a tiny space ship attempting to snailch space from pal rolling aliens and other assorted horrors. It's an addictive update to the all-time classic arcade Qix with a good few extras thrown in. We've already had a quick look at the Amiga and C64 conversions and both seem to have captured the spirit of the original pretty well. As ever, we'll keep you posted.



VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
C64	TBA	£ TBA

WIN!

AFTERBURNER

- IT'S MASSIVE!
- IT'S INCREDIBLE!
- IT MOVES!
- IT'S AWESOME!
- IT'S YOUR OWN FLIGHT SIMULATOR!

CALL 0839 550036

NOW!



CALL 0839 550037

WIN!

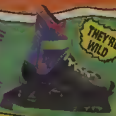
THIS RAPID
RADIO
CONTROLLED
TRUCK!



CALL 0839 550038

IT'S INCREDIBLE

STRAIGHT FROM
THE USA!



THEY'RE
WILD

0839 550039

WIN!

OR
SUPER FAST
S P R I N T E R Y

ROLLERBLADES

MOUNTAIN MADNESS!

PRIZE ONE

A MUDDY FOX
GENT'S BIKE
PLUS A LADIES
BIKE!

PRIZE TWO

A KID'S MUDDY
FOX, MOUNTAIN
BIKE!

PEDAL
PUSHING



CALL 0839 550040

CALL 0839 550041

WIN!

THIS STUNNING CAMCORDE

- MAKE YOUR OWN VIDEOS
- YOU COULD BE A MOVIE STAR!!!



CALL 0839 550042

DOUBLE DRAGON III

STORM

Oh, oh! Hang onto your drawers, missus, 'cos here's a quick look at Double Dragon III - due to beat its way onto a compular near you in time for Christmas! It's time to rescue you dilapidated girlfriend again, this time jaunting across the world to teach the bad guys a lesson and kick them back to bad land. These screenshots are from the Amiga version, which software house Storm reckon is going to be something a bit special. From the looks of things we can't argue with them, so watch out for the full review as soon as we can get our mitts on the finished version!

VERSION	DATE	PRICE
AMIGA	NOVEMBER	£ 25.99
ST	NOVEMBER	£ 25.99
C64	NOVEMBER	£ 11.99
SPECTRUM	JANUARY	£ 11.99



RE
VIEW

BIG RUN

STORM

It's big, it's runny, it's Big Run - the Jaleco com-op burning its way onto an Amiga and ST near you soon! Big Run didn't exactly go down a storm in the arcades, and the Farncom version wasn't exactly the hottest thing since mister Coleman's mustard, but we're hopeful for the home computer versions. Taking the wheel of a hyper-cool rally car, burn off your opponents in the quest to become king of the road. Hopefully Storm will be taking all the best bits from the arcade original and turning this into a racer to be proud of. So take a gamble: at these screenshots and rest assured we'll bring you more news as and when.



VERSION	DATE	PRICE
AMIGA	JANUARY	£ 25.99
ST	JANUARY	£ 25.99

FLAG

GREMLIN

Flag. The one word that strikes fear into the hearts of the people of Deskworld. Deskworld was created by a Wizard known as Hearn the Terrible. A man of great power and infinite malice, he takes great joy in organising a battle between the two villages of Deskworld. Every twenty years, they must fight for possession of the other village's flag. The game itself is a kind of strategic RPG, but with the kind of gameplay you have come to associate with the likes of Populous and Sim City. Featuring some truly outstanding graphics and lots of digitised characters, Flag has a few novel features of its own. Players must master the use of magic, lighting and siege tactics to win the flag, but remember, Hearn the Terrible is always watching...

VERSION

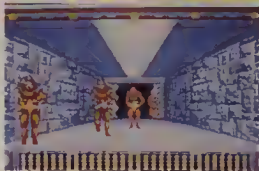
AMIGA
ST
PC

DATE

EARLY 92
EARLY 92
EARLY 92

PRICE

£ 25.99
£ 25.99
£ 25.99



SUSPICIOUS CARGO

GREMLIN

The mortgage is due and you just don't have the money to pay it. The mortgage in question is on your class 5 Starcarrier. The company who own the ship want you to do them a little favour, in return for which, they will let you off the hook. This all sounds very amicable, until you discover that they want you to smuggle a top secret genetically engineered superweapon to Earth. The weapon is in fact a high on indestructible alien, with a bad attitude and no conscience. Earth customs would sling you up if they caught you, but you have no choice. Gremlin's Suspicious Cargo is a brand new arcade adventure RPG puzzle game. Yup, there's lots to do in this little number and you can expect to see it around October on the Amiga and ST.

VERSION

AMIGA
ST

DATE

OCTOBER
OCTOBER

PRICE

£ 25.99
£ 25.99



THE
SEGA
MASTERS

U.S. GOLD

THE
SEGA
MASTERS

Mean Machines 94%!!



93%
EPYX
© 1990 EPYX® Inc.
All rights reserved.

SEGA FROM
U.S. GOLD
IMPOSSIBLE
MISSION™



Mean Machines 92%



92%

World Class
LEADER
BOARD™



90%

ACCESS
Software Incorporated
© 1990 ACCESS
SOFTWARE
INCORPORATED

SEGA SEGA TM HELPLINE

0839 654 274

CALL NOW FOR HINTS & TIPS NEW RELEASES PROMOTIONS EXCITING COMPETITIONS PLUS FREE
MINIMAGAZINE FEATURING REVIEWS FROM MEAN MACHINES, C&VG AND OTHERS
(SERVICE PROVIDED BY U.S. GOLD LTD. UNITS 2/3 HOLFORD WAY HOLFORD, BIRMINGHAM B67 7AX, TEL 021 825 3308
CALLS CHARGED AT 34p A MINUTE OFF PEAK 43p A MINUTE AT ALL OTHER TIMES, PLEASE OBTAIN PERMISSION TO
CALL FROM THE PERSON WHO PAYS THE BILLS)

COMPLETE GUIDE TO SEGA

No. 1 **97%** No. 1

From 118 Master System games received,
Impossible Mission received the highest score
of 97%. Also rated Best Platform Game!



92%

Mean Machines 92%

SAULNIER™



92%

Complete
Guide to
Consoles
96%

TENGEN
© 1990 TENGEN Inc.
TH ATARI GAMES
CORPORATION
All rights reserved.

ALSO AVAILABLE



Licensed by Sega Enterprises Ltd. for play on the Sega Master System, Master System II and Mega Drive with Master System Converter. SEGA is a trademark of SEGA ENTERPRISES LTD. INGRAM, JONES & THE LAST CRUSADER THE
ACTION GAME. 1990. LUCAS FILM INC. Indiana Jones and the Temple of Doom are trademarks of Lucasfilm Ltd. PAPERBOY. 1990 TENGEN INC. "ATARI GAMES CORPORATION" HEWLETT OF THE LANCE. 1984. 1991. 1. 54 INC. INC. CLIPPER EUROPE.
TM is a trademark of Sega Enterprises Ltd. 1990 SEGA ENTERPRISES LTD. SUPER KICK OFF. 1991. ANCO SOFTWARE LTD. All rights reserved. 95 GARDEN UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX, TEL 021 825 3308.

STYLING: TONY



I KNEW I SHOULDN'T
HAVE WORN THOSE
NYLON UNDERPANTS...

NEXT MONTH!

MORE CUTE 'N' CUDDLY FUN AND FROLICS
FROM BRITAIN'S NUMBER ONE GAMES MAG!

WIN!

PRIZES SO GREAT YOU'LL GO
GAGA TRYING TO WIN 'EM!

SIMPLY THE BEST, THE NOVEMBER ISSUE IS
OUT 15TH OCTOBER! SET PHASERS TO STUN...

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- * Multi directional scrolling screen
 - * Five skill levels. Skill level of both teams can be set independently.
 - * 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
 - * Facility to practice skills and tactics.
 - * Facility to create a team at all skill levels and design tactics.
 - * Instinctive Joystick controls to dribble, pass, shoot or do a dummy.
- There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- * Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
 - * Two types of leagues. Action Replay at 3 speeds.
 - * Extra moves are available using two independent button joysticks using the EXORLENCE System.



AMIGA ATARI ST -
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga Screen shot's Shown

EASY TO PLAY - HARD TO MASTER

distributed by

ANCO

Software Ltd



© 1991 Anco Games

**MORE ACTION....MORE POWER...
..MORE EXCITEMENT...!**

Out Run Europea™

Available on
CBM 64/128,
Amstrad Cassette & Disk
Spectrum Cassette
Atari ST & Amiga



**"THIS TIME ONLY YOUR WITS,
COURAGE & SHEER DRIVING
SKILL WILL DETERMINE
YOUR FATE!!"**



© 1994, 1991, 1986 SEGA. All rights reserved. Out Run Europea™ is a trademark of SEGA ENTERPRISES LTD. SEGA™ is a trademark of SEGA ENTERPRISES LTD. U.S. GOLD LTD., Units 2/3, Harport Way, Warrington, Cheshire WA7 4AS Tel: 091 456 3346.

MELBAE • SEASONS OF PLAIN • WINGS OF THE LANCE
TBL 0890 443023
CHAMPION OF KITTEN • RACE OF COURAGE
TBL 0890 443020
BLACK BODIES • SECRET OF THE SILVER SLABES
TBL 0890 443026
TBL 0890 443026

ORIGINATOR: WARRINGTON • PHONE: 091 456 3346

**NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE**

Service provided by U.S. GOLD LTD., UNITS 2/3, HARPORT WAY, WARRINGTON, CHESHIRE WA7 4AS
If you are under 18 please get permission to use the Gold Phone. Gold Phone rate: 45p per minute, 091 456 3346.

LUCAHAMA HILLMAN • COMPETITION • DUKLAKA JONES •
TBL 0890 443023 • TBL 0890 443023 • TBL 0890 443023
NEW BILLAGES • COMPETITION TBL 0890 443023
COMPETITION • £200.00 WORTH* OF
US GOLD GAMES TO BE WON EACH MONTH.
*At Retail Price